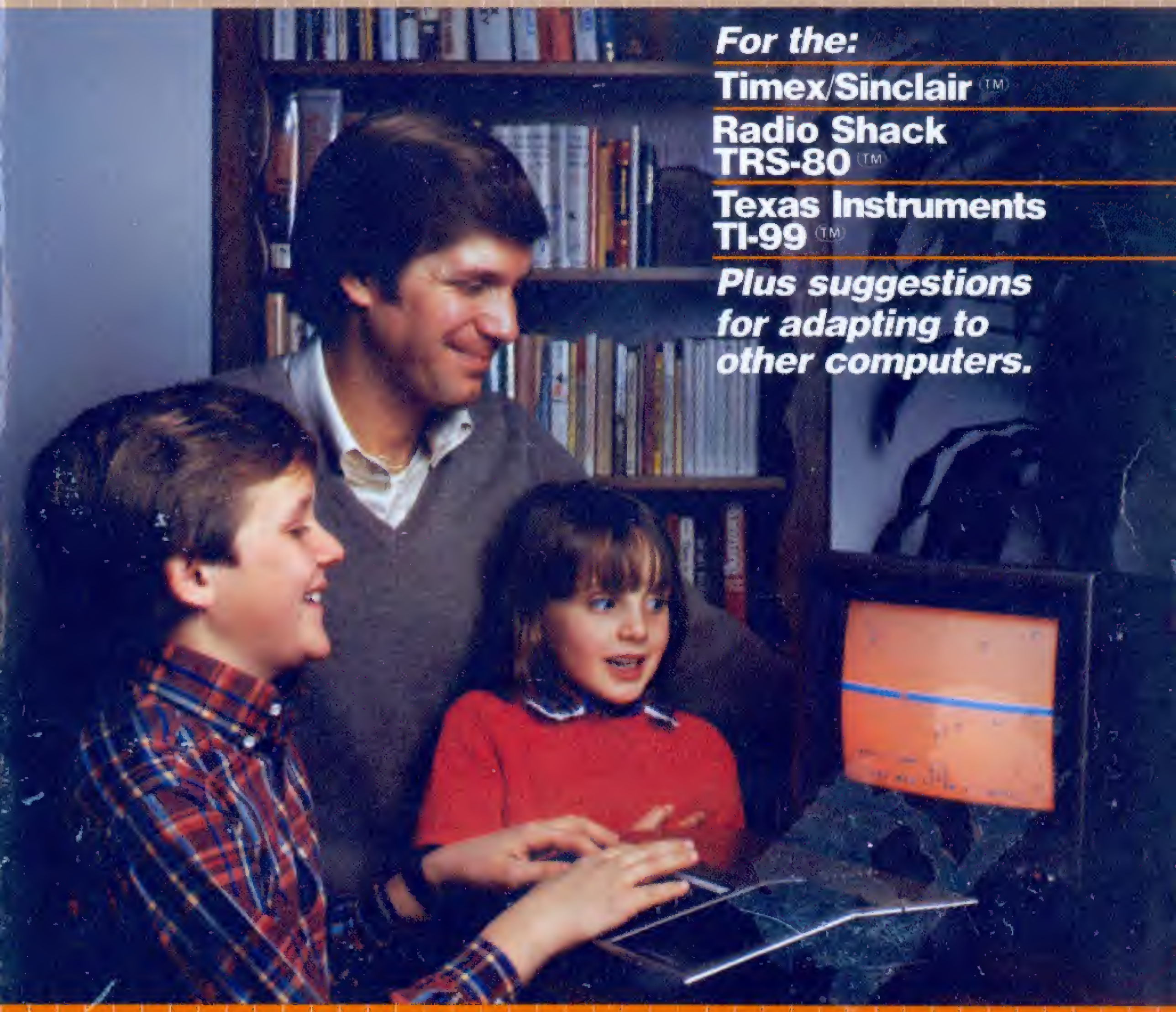
COMPUTER BIBLE GAMES

Computer Fun for the Whole Family



For the:

Timex/Sinclair (TM)

Radio Shack TRS-80 (TM)

Texas Instruments TI-99 (TM)

Plus suggestions for adapting to other computers.

J. CONROD

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Radio Shack TRS-80™
Texas Instruments TI-99™
Plus suggestions
For adapting to
other computers

J. CONROD

ACCENT BOOKS
Denver, Colorado

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ACCENT BOOKS

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This book is
dedicated
to the glory of God
and to the spiritual growth
of those who read it.

God is the Creator of the laws of technology by which computers run. Man has made progress in the field of computers only by the discovery of and obedience to these laws of God.

God requires us to be good stewards of all that He has given to us, including computer technology. We have shown good stewardship with the computer in such fields as medicine, communications, etc. The purpose of this book is to encourage Christians to grow spiritually through the enjoyment of computerized Bible lessons and games.

J. Conrod

The games in this book are ready for typing directly into the following computers:

Timex/Sinclair™
Texas Instruments TI99™
Radio Shack TRS80™

In addition, suggestions are given for converting the games to several other computers, such as Apple™, Commodore™, Commodore VIC 20™, Franklin Ace 1000™, Coleco Adam™, and others using MBASIC™ language.

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TI99 is the trademark of Texas Instruments, Inc.

TRS80 is the trademark of the Tandy Corporation.

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CHARACTERISTICS
OF THE THREE COMPUTERS FEATURED

TIMEX/SINCLAIR™ COMPUTER

This is probably the easiest computer to program. There are three fundamental differences in the way the Timex/Sinclair computer runs a computer program and the way other computers work. The first difference is that when you begin a game by typing "RUN," the Timex/Sinclair computer automatically clears the video screen. When adapting the program to another computer, it is therefore necessary to add an opening statement to the adapted game to first clear the screen.

The second difference is that the Timex/Sinclair computer automatically prints "INPUT" prompts at the bottom of the video screen, leaving the game board undisturbed. On other computers it is necessary to add a "PRINT AT" statement before the "INPUT" statement, or to print instructions before drawing the game board.

The third difference is that the Timex/Sinclair computer prints at a specific location on the screen with the instruction PRINT AT V,H;"..." Other computers use different instructions. This difference, as well as other minor language differences, are addressed under "Basic Language and Equivalents," page 10.

TEXAS INSTRUMENTS TI99™ COMPUTER

Programs for this computer add color and sound to the games. The unique characteristic of the Texas Instuments TI99 is its use of the instruction "CALL" as in "CALL KEY" and "CALL HCHAR"

RADIO SHACK TRS80™ COMPUTER

Programs for this computer not only add color, but also

include a joystick for movement on several of the game boards given the programs. The programs for this TRS-80 have been written in such a way that several games can be programmed into the computer at the same time. These alternatives have been written into the programming to give you more variety and also to challenge you to learn more about programming and to be creative in expanding the games yourself. See "TRS Master Program," page 20.

PROGRAMS GIVEN FOR EACH GAME ARE READY TO BE TYPED INTO EACH OF THE THREE COMPUTERS FEATURED.

Converting Programs

BASIC LANGUAGE AND EQUIVALENTS

CLEAR—This instruction clears all variables back to zero. It is used in most computers. Texas Instruments and some other computers clear variables with the following: A=B=C=D=0, (etc).

CLS—clears the video screen. Texas Instruments, however, uses "CALL CLEAR." Most computers will also clear the screen with the following: FOR I=1 TO 40:PRINT:NEXT I.

DIM A(10,10)—allows for A to exist as 100 different subscripts.

FAST—speeds up the computer. Only needed for Timex/ Sinclair computers.

FOR I=1 TO 10—repeats all instructions 10 times between this instruction and a NEXT I instruction.

GOSUB 240—goes to the instructions beginning at line 240 and returns to original location upon a RETURN instruction.

GOTO 240—goes to the instructions beginning at line 240 and does not return.

IF A=1 THEN GOTO 40—only if the value of A equals 1 will the computer go to line 40.

IF CHR$ (PEEK(17656)<>"A" THEN GOTO 240—checks a location in the memory that corresponds to a location on the screen. If the memory has an "A" the computer will continue with line instruction 240. The Radio Shack computer uses IF POINT (H,V)=−1 THEN 240 as a comparable type instruction. An alternate solution is to assign a subscripted value to the screen position. For example: IF A(H,V)=1 THEN 240.

INPUT A—the computer waits for the player to type in a numerical value for A.

INPUT A$—the computer waits for the player to type in a string that will become A$.

LET A=0—sets A equal to zero. Not necessary in most other computers unless A previously was given a value. Most other computers consider "LET" an option using only "A=0."

LET R=(RND*9)+1—picks a random value for R from 1 to 9. Radio Shack uses R=RND(10).
Commodore uses R=INT(RND(0)*9). The INT keeps the random a whole number.
Texas Instruments uses R=INT(RND(1)*9)+1.

LET D$=INKEY$—the computer will assign to D$ whatever key is pressed on the keyboard. The "ENTER" button

does not need to be pushed. The Texas Instruments computer requires the following three statements: 10 CALL KEY(0,K,S) 20 IF S=0 THEN 10 30 D$=CHR$(K). Atari, Commodore, Apple, Franklin Ace 1000 and Coleco Adam use "GET D$."

ON A GOTO 100,200,300—if the value of A is 1 the computer will continue with instruction line 100, if A=2 then it will continue with line 200, etc.

PRINT CHR$(63)—the computer will print the character whose ASCII value is 63. Most computers assign to the question mark (?) the ASCII number 63.

PRINT AT V,H;"T"— the computer will print a "T" at the screen location with the horizontal position whose value is "H" and whose vertical position is "V."
The Radio Shack requires the following: PRINT@ (V*32+H),"T."
The Texas Instruments computer requires: CALL HCHAR(V,H,84,1), the ASCII value of "T"being 84.
The Apple, Franklin Ace 1000, and Coleco Adam require two instructions: HTAB H and VTAB V.
The Commodore requires the following: FOR I=1 TO H:PRINTCHR$(29):NEXT I:FOR I=1 TO V:PRINTCHR$ (17):NEXT I:PRINT "T."
For computers that use MBASIC from the Microsoft Corporation, the following instruction is needed: PRINT CHR$(27);"="; CHR$(V+32);CHR$(H+32);"T."
Atari uses: POSITION H,V.

REM—to keep the line in the program. Anything typed after the "REM" is ignored.

SLOW—slows the computer back down after using the FAST statement. Needed only for Timex/Sinclair.

Bible Story Games

The Bible story games in this section use graphic layouts as game boards.

Some of the games require moving a player figure around a game layout. This movement can be accomplished in two ways: either by the use of the keyboard letters, pressing "N" to move north, "S" to move south, "E" for east and "W" for west. The second way to move is with a joystick. The games with movement depend on dexterity and coordination.

Other games are games of logic. they require you to outthink the computer.

These Bible story games can be enjoyed by all ages, beginning with the ability to read.

The Elephants Are Coming to Noah's Ark

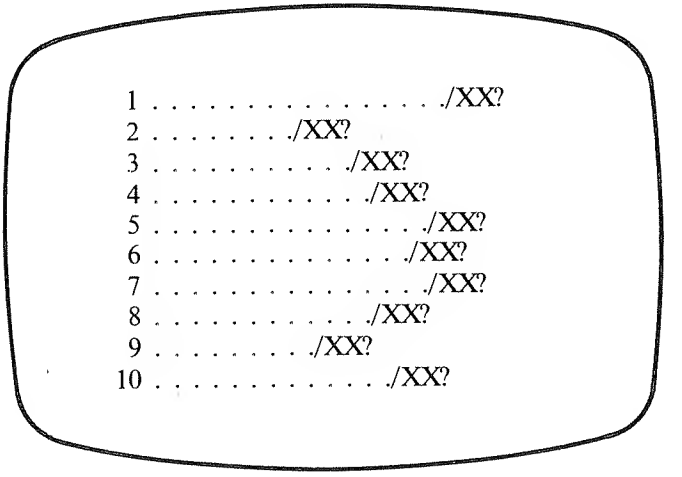
Noah was commanded by God to take two of every kind of animal into the ark, as we read in Genesis 6. Chapter 7 adds additional animals if they are clean. Although elephants aren't named, they very likely were included. Although this game has ten elephants starting for the ark, and only two reaching it, it isn't likely that the animals competed to be the chosen two. God guided two of every kind to come to the ark.

The purpose of this game, however, is to remember that God has promised never again to flood the world, but He still hates wickedness and wants us to live righteous lives.

HOW THE GAME PLAYS

After loading the game into the computer, to play the game you must type the word "RUN" and again press the "ENTER/RETURN" button.

According to the Bible story, two of every type animal came to the ark. This game begins with ten elephants that are numbered 1 to 10. The computer will ask you to choose the two elephants you think are the two that will come to the ark. You must type in a number from 1 to 10 and press the "ENTER" button. The computer will then ask you to choose a second number from 1 to 10. You must now type in a second number from 1 to 10 and press the "ENTER" button again.



The computer will then draw a field of 10 elephants and will randomly move them one space at a time across the screen. The two elephants that make it across the screen first are the ones who make it to Noah's ark. The object of the game is to guess at least one of the elephants correctly. If you guess them both correctly you are a fantastic guesser!

NOAH'S ARK
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
 10 PRINT AT 8,10;"NOAH'S ARK"
 20 PRINT "GUESS WHICH 2 ELEPHANTS WILL
    GET TO THE ARK (1-10)"
 30 INPUT G
 40 IF G>10 THEN GOTO 30
 50 PRINT AT 21,0;G;" 2ND GUESS?"
 60 INPUT F
 70 IF F=G OR F>10 THEN GOTO 60
 80 CLS
 90 PRINT AT 21,0;"   HERE COME THE
    ELEPHANTS  "
100 DIM E(13)
110 FOR V=1 TO 10
120 PRINT AT V*2-1,E(V);"../XX?"
130 IF E(V)=0 THEN PRINT AT V*2-1,0;V
140 IF E(V)=0 THEN NEXT V
150 IF E(V)=2 THEN PRINT AT 21,0;" COME ON ";
    G;" COME ON ";F;"          "
160 IF E(V)=26 AND (F=V OR G=V) THEN LET
    E(12)=V
170 IF E(11)=2 AND E(12)=0 AND E(13)>0 THEN PRINT
    AT 21,0;"YOU WERE RIGHT ON NO. ";E(13)
180 IF E(11)=2 AND E(13)=0 AND E(12)>0 THEN
    PRINT AT 21,0;"YOU WERE RIGHT ON NO. ";E(12)
190 IF E(11)=2 AND E(12)>0 AND E(13)>0 THEN
    PRINT AT 21,0;"YOU WERE RIGHT ON BOTH ";
    G;" AND ";F
200 IF E(11)=2 AND E(12)=0 AND E(13)=0 THEN
    PRINT AT 21,0;"YOU WERE WRONG ON
    BOTH ";G;" AND ";F
210 LET V=INT (RND*10)+1
```

```
220 IF E(V)=26 THEN GOTO 210
230 LET E(V)=E(V)+2
240 IF E(11)=2 THEN GOTO 240
250 IF E(12)<>0 THEN LET E(13)=E(12)
260 LET E(12)=0
270 IF E(V)=26 THEN LET E(11)=E(11)+1
280 GOTO 120
```

NOAH'S ARK
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 CALL SCREEN(14)
30 PRINT " BIBLE COMPUTER GAMES BY"
40 PRINT
50 PRINT "   ACCENT PUBLICATIONS"
60 FOR I=1 TO 6
70 PRINT
80 NEXT I
90 PRINT " USER AGREES NOT TO COPY"
100 PRINT " THIS SOFTWARE EXCEPT AS";
110 PRINT " PERMITTED IN THE SOFT- ";
120 PRINT " WARE LICENSE ON PAGE 2 ";
130 FOR I=1 TO 6
140 PRINT
150 NEXT I
160 DIM E(13)
170 E(13)=0
180 PRINT "      PRESS ANY KEY TO BEGIN"
190 CALL KEY(0,K,S)
200 XX=XX+10
```

```
210 IF S=0 THEN 190
220 XX=XX+K
230 CALL CLEAR
240 GOTO 620
250 C=63
260 GOSUB 540
270 C=32
280 CALL KEY(0,K,S)
290 IF S=0 THEN 250
300 K=K-48
310 IF K<0 THEN 250
320 IF K>9 THEN 250
330 RETURN
340 CALL SOUND(100,294,2)
350 RETURN
360 GOSUB 540
370 C=62
380 GOSUB 540
390 C=32
400 CALL KEY(0,K,S)
410 IF S=0 THEN 360
420 K=K-64
430 IF K<1 THEN 360
440 IF K>26 THEN 360
450 RETURN
460 C=46
470 GOSUB 600
480 H=H+1
490 C=47
500 GOSUB 600
510 H=H+1
520 C=120
530 GOSUB 600
540 H=H+1
550 GOSUB 600
560 H=H+1
570 C=63
```

```
580 GOSUB 600
590 RETURN
600 CALL HCHAR(V,H,C,1)
610 RETURN
620 PRINT "   ACCENT PUBLICATIONS"
630 FOR I=1 TO 5
640 PRINT
650 NEXT I
660 PRINT "        NOAH'S ARK"
670 FOR P=1 TO 11
680 PRINT
690 NEXT P
700 RANDOMIZE XX
710 PRINT " GUESS WHICH 2 ELEPHANTS"
720 PRINT " WILL GET TO THE ARK (0-9)"
730 INPUT G
740 IF G>9 THEN 730
750 IF G<0 THEN 730
760 PRINT "2ND ELEPHANT? (0 TO 9)"
770 INPUT F
780 IF F>9 THEN 770
790 IF F<0 THEN 770
800 IF F=G THEN 770
810 CALL CLEAR
820 CALL COLOR(2,2,15)
830 CALL SCREEN(13)
840 PRINT " HERE COME THE ELEPHANTS"
850 PRINT " COME ON";G;"COME ON";F
860 FOR I=0 TO 9
870 E(I)=3
880 H=E(I)
890 V=I*2+1
900 GOSUB 460
910 IF E(I)>3 THEN 1000
920 C=V/2+47
930 H=3
940 GOSUB 600
```

```
950 C=94
960 H=29
970 V=V+1
980 GOSUB 600
990 NEXT I
1000 IF E(I)=25 THEN 1050
1010 I=INT(RND*10)
1020 IF E(I)=25 THEN 1010
1030 E(I)=E(I)+1
1040 GOTO 880
1050 E(11)=I
1060 GOSUB 340
1070 E(13)=E(13)+1
1080 IF E(13)=2 THEN 1120
1090 E(12)=E(11)
1100 E(11)=0
1110 GOTO 1010
1120 PRINT E(11);"AND";E(12);"WON!";
1130 FOR I=1 TO 1000
1140 NEXT I
1150 CALL CLEAR
1160 CALL COLOR(2,2,14)
1170 PRINT "PRESS 'Y' TO PLAY AGAIN"
1180 PRINT "PRESS 'N' TO QUIT"
1190 CALL KEY(0,K,S)
1200 IF K=89 THEN 10
1210 IF K<>78 THEN 1190
1220 END
```

TRS-80™ MASTER PROGRAM
For All the Bible Story Games

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CLS3:PRINT@100," BIBLE COMPUTER GAMES BY "
20 PRINT@162," ACCENT PUBLICATIONS          ";
50 PRINT@258," USER AGREES NOT TO COPY";
60 PRINT@290," THIS SOFTWARE EXCEPT AS      ";
70 PRINT@322," PERMITTED IN THE SOFT-       ";
80 PRINT@354," WARE LICENSE ON PAGE 2       ";
90 GOSUB200
100 GOTO270
200 FORH=0TO63
202 SET(H,0,1)
204 SET(H,31,1)
205 IFG$<>""THEN210
206 SOUNDH*3+1,1
210 NEXT
230 FORN=0TO31
240 SET(0,N,1)
250 SET(63,N,1)
252 IFG$<>" "THEN260
256 SOUNDN*5+1,1
260 NEXT
262 RETURN
270 PRINT@34,"      BIBLE COMPUTER GAMES  ";
280 N=98
290 PRINT@N," #   GAME PROGRAM NAME       ";
300 N=162
310 PRINT@162," 1   NOAH'S ARK            ";
312 PRINT@194," 2   MANNA FROM HEAVEN     ";
314 PRINT@226," 3   THE QUAIL GAME        ";
316 PRINT@258," 4   MOSES' ROD            ";
318 PRINT@290," 5   THE EXODUS GAME       ";
320 PRINT@322," 6   DANIEL & THE LIONS    ";
```

```
322 PRINT@354," 7  HEAVENLY MANSIONS       ";
324 PRINT@386," 8  CHURCH GROWTH GAME      ";
326 PRINT@418," 9  THE RAPTURE GAME        ";
328 CLEAR
330 G$=INKEY$
332 TD=200
334 GOSUB400
336 PRINT@450,"                            ";
338 GOSUB400
340 PRINT@450," INPUT GAME CHOICE NUMBER";
342 GOSUB400
344 IFG$=""THEN330
346 SOUND170,1
348 IFG$="1"THEN3000
350 IFG$="2"THEN7000
352 IFG$="3"THEN1000
354 IFG$="4"THEN2000
356 IFG$="5"THEN6000
360 IFG$="6"THEN9000
370 IFG$="7"THEN5000
380 IFG$="8"THEN4000
382 IFG$="9"THEN8000
390 GOTO330
400 FORI=1TOTD:NEXT:RETURN
500 D$="":PK=PEEK(65280)
510 IFJOYSTK(0)>60THEND$="E"
520 IFJOYSTK(0)<3THEND$="W"
530 IFJOYSTK(1)<3THEND$="N"
540 IFJOYSTK(1)>60THEND$="S"
550 IFPK=126ORPK=254THEND$="X"
560 RETURN
900 PRINT@481,"  DO YOU WANT TO PLAY
    AGAIN?  ";
902 TD=200:GOSUB400
904 PRINT@481,"  do you want to play
    again?  ";
906 GOSUB400:Q$=INKEY$
```

```
908 IFQ$="N"THEN10
910 IFQ$="Y"THEN920
912 GOSUB500
914 IFD$="X"THEN920
916 IFD$="S"THEN10
918 GOTO900
920 IFG$="4"THEN2060
930 IFG$="8"THEN4070
940 IFG$="7"THEN5062
950 IFG$="5"THEN6058
960 IFG$="2"THENCLS3:N=0:GOTO7070
970 IFG$="9"THEN8070
980 IFG$="6"THEN CLS8:GOTO9032
990 GOTO346
```

NOAH'S ARK
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

(See page 20 for lines 10-990.)

```
3000 CLS3:GOSUB200:PRINT@41," NOAH'S
     ARK ";
3020 PRINT@96," TEN ELEPHANTS ARE
     TRYING TO"
3022 PRINT" GET TO THE ARK. GUESS
     WHICH"
3024 PRINT@160," ":PRINT@160," ";
3028 INPUT" TWO WILL MAKE IT (1—10)";G
3030 IFG<1ORG>10THEN3020ELSESOUND128,1
3040 PRINT@224," ":PRINT@224," ";
3050 INPUT" 2ND ELEPHANT? (1-10)";F
```

```
3060 IFF=G THEN3040ELSEIFF>10ORF<1THEN
     3040
3070 SOUND128,1:CLS3
3090 PRINT@448," HERE COME THE
     ELEPHANTS"
3100 IFD3=1THEN3110ELSEDIME(13):D3=1
3110 PRINT@0," ":PRINT@352," ":FORV=1TO10
3112 PRINT@V*32+E(V)," "
3120 PRINT@V*32+E(V)+3,"./";
3122 SOUND(25*V+1),1
3124 PRINTCHR$(137)CHR$(134);"?";
3130 PRINT@V*32,V;
3140 IFE(V)=0THENNEXTV
3150 IFE(V)<>2THEN3160
3152 PRINT@448," COME ON";F;"COME ON";G
3160 IFE(V)=24 AND (F=V OR G=V)
     THENE(12)=V
3170 IFE(11)=2THEN3300
3210 V=RND(10):IFE(V)=24THEN3210ELSE
     E(V)=E(V)+ 1
3250 IFE(12)<>0THENE(13)=E(12):E(12)=0
3270 IFE(V)=24THENE(11)=E(11)+1
3280 GOTO3120
3300 IFE(12)=0 ANDE(13)>0 THENPRINT@448,
     " YOU GUESSED RIGHT ON NO.";E(13)
3310 IFE(13)=0 ANDE(12)>0 THENPRINT@448,
     " YOU GUESSED RIGHT ON NO.";E(12)
3320 IFE(12)>0 ANDE(13)>0 THENPRINT@448,
     " YOU GUESSED RIGHT ON";G;"AND";F
3330 IFE(12)=0 ANDE(13)=0 THENPRINT@448,
     " YOU GUESSED WRONG ON";G;"AND";F
3340 FORV=1TO13:E(V)=0:NEXT:F=0:GOTO900
```

Gathering the Heavenly Manna

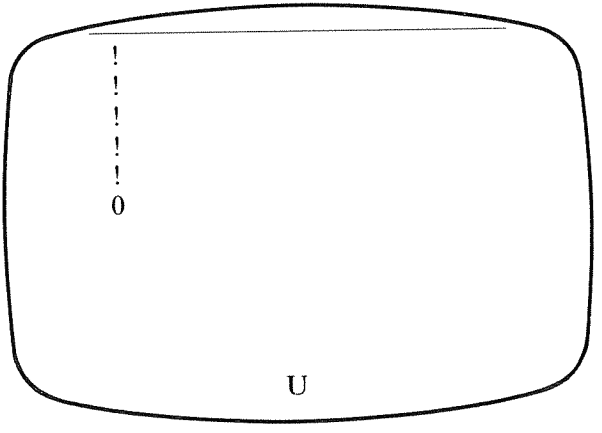
In the wilderness God provided manna as the Israelites' daily food. In Exodus 16 they were told to go and gather enough manna for each day, except that on the sixth day they were to gather twice as much because the next day was the Sabbath and on the Sabbath they were to rest.

The purpose of this game is to try to catch as much manna as you can before the sun sets. It shows us our God's faithfulness in caring about our daily needs.

HOW THE GAME PLAYS

After loading the game into the computer, to play the game you must type the word "RUN" and press the "ENTER/RETURN" button.

The computer will tell you to catch as much manna as you can before the sun sets. It will print a reminder that you must press the letter "L" to move your bucket to the left and you must press the letter "R" to move the bucket to the right. The computer will then ask you if you are ready to begin playing. To start the manna falling, press the letter "Y."



The computer will draw a gameboard with a line at the top of the screen to represent the coming darkness caused by the setting sun. At the bottom of screen, in the center, the computer will print a "U" to represent the basket that you must move to catch the manna as it falls. The computer will then "drop" a piece of manna (0) from a random position. Before it reaches the bottom of the screen you must move the basket to a position directly under the manna in order to catch it. Each time some manna falls, the skyline will lower and the distance the manna has to fall will be shorter. The object of the game is to be the player who catches the most manna before the sun sets and the Sabbath begins.

MANNA FROM HEAVEN
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 8,6;"MANNA FROM HEAVEN"
20 PRINT "TRY TO CATCH AS MUCH MANNA AS
    POSSIBLE BEFORE THE SUN SETS"
30 PRINT "PRESS L FOR LEFT, R FOR RIGHT"
40 PRINT "ARE YOU READY TO BEGIN?"
50 LET A$= INKEY$
60 IF A$<>"Y" THEN GOTO 50
70 CLS
80 LET N=0
90 LET S=0
100 LET C=15
110 LET V=N
120 LET H= INT (RND*(30-V*5/4)+V/2+1)
130 PRINT AT V,H;"0"
140 IF V=20 THEN GOTO 250
```

```
150 LET A$=INKEY$
160 IF A$="R" THEN LET C=C+1
170 IF A$="L" THEN LET C=C-1
180 IF C=31 THEN LET C=30
190 IF C=0 THEN LET C=1
200 PRINT AT 20,C-1;" U "
210 PRINT AT 21,0;"                                "
220 PRINT AT V,H;" "
230 LET V=V+1
240 GOTO 130
250 IF C<> H THEN PRINT AT 21,8;"YOU MISSED IT"
260 IF C=H THEN PRINT AT 21,8;"YOU CAUGHT IT"
270 IF C=H THEN LET S=S+1
280 FOR I=0 TO 31
290 PRINT AT N,I;"#"
300 NEXT I
310 LET N=N+1
320 IF N<>20 THEN GOTO 110
330 PRINT AT 20,2;"YOU CAUGHT ";S;" PIECES
    OF MANNA"
340 PRINT " YOU MISSED ";20-S;" PIECES OF
    MANNA"
350 GOTO 350
```

MANNA FROM HEAVEN
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 CALL SCREEN(11)
30 PRINT " BIBLE COMPUTER GAMES BY"
```

```
40 PRINT
50 PRINT "   ACCENT PUBLICATIONS"
60 FOR I=1 TO 6
70 PRINT
80 NEXT I
90 PRINT " USER AGREES NOT TO COPY"
100 PRINT " THIS SOFTWARE EXCEPT AS"
110 PRINT " PERMITTED IN THE SOFT-      "
120 PRINT " WARE LICENSE ON PAGE 2      "
130 FOR I=1 TO 6
140 PRINT
150 NEXT I
160 DIM A(10,10)
170 PRINT "      PRESS ANY KEY TO BEGIN"
180 CALL KEY(0,K,S)
190 XX=XX+10
200 IF S=0 THEN 180
210 XX=XX+K
220 CALL CLEAR
230 GOTO 550
240 RETURN
250 CALL KEY(0,K,S)
260 IF K=83 THEN 320
270 IF K=68 THEN 350
280 RETURN
290 D=3
300 RETURN
310 GOTO 250
320 D=D-1
330 IF D<3 THEN 290
340 RETURN
350 D=D+1
360 IF D>28 THEN 380
370 RETURN
380 D=28
390 RETURN
400 CALL SOUND(100,294,2)
410 SC=SC+1
```

```
420 GO TO 1120
430 GOSUB 530
440 C=62
450 GOSUB 530
460 C=32
470 CALL KEY(0,K,S)
480 IF S=0 THEN 430
490 K=K-64
500 IF K<1 THEN 430
510 IF K>26 THEN 430
520 RETURN
530 CALL HCHAR(V,H,C,1)
540 RETURN
550 PRINT "   ACCENT PUBLICATIONS"
560 FOR I=1 TO 5
570 PRINT
580 NEXT I
590 PRINT "      MANNA FROM HEAVEN"
600 FOR P=1 TO 11
610 PRINT
620 NEXT P
630 RANDOMIZE XX
640 PRINT " CATCH AS MUCH MANNA AS YOU"
650 PRINT " CAN BEFORE THE SUN SETS &"
660 PRINT " THE SABBATH BEGINS"
670 PRINT " PRESS ANY KEY TO BEGIN"
680 CALL KEY(0,K,S)
690 IF S=0 THEN 680
700 CALL CLEAR
710 CALL SCREEN(8)
720 PRINT " USE S & D TO MOVE BASKET"
730 D=15
740 N=1
750 V=22
760 H=D
770 C=85
780 GOSUB 530
```

```
790 VM=N+1
800 HM=INT(RND*(28-N)+N-1)
810 IF HM<28 THEN 830
820 HM=28
830 IF HM>3 THEN 850
840 HM=3
850 H=HM
860 V=VM
870 IF V<2 THEN 920
880 V=V-1
890 C=32
900 GOSUB 530
910 V=V+1
920 C=48
930 GOSUB 530
940 IF VM=22 THEN 1110
950 H=16
960 V=23
970 DB=D
980 GOSUB 250
990 H=DB
1000 V=22
1010 C=32
1020 GOSUB 530
1030 H=D
1040 GOSUB 530
1050 H=D
1060 V=22
1070 C=85
1080 GOSUB 530
1090 VM=VM+1
1100 GOTO 830
1110 IF D=HM THEN 400
1120 FOR H=1 TO 32
1130 V=N
1140 C=30
1150 GOSUB 530
```

```
1160 NEXT H
1170 N=N+1
1180 IF N<10 THEN 750
1190 CALL SCREEN(6)
1200 IF N<22 THEN 750
1210 CALL SCREEN(5)
1220 PRINT " YOU CAUGHT";SC;"PIECES OF"
1230 PRINT " MANNA AND MISSED";20-SC;
1240 FOR I=1 TO 4000
1250 NEXT I
1260 SC=0
1270 CALL CLEAR
1280 PRINT "PRESS 'Y' TO PLAY AGAIN"
1290 PRINT "PRESS 'N' TO QUIT"
1300 CALL KEY(0,K,S)
1310 IF K=89 THEN 10
1320 IF K<>78 THEN 1300
1330 END
```

MANNA FROM HEAVEN
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

(See page 20 for lines 10-990.)

```
7000 CLS3:GOSUB200
7010 PRINT@38," MANNA FROM HEAVEN ";
7020 PRINT@96," TRY TO CATCH AS MUCH
     MANNA AS"
7022 PRINT" POSSIBLE BY MOVING THE BASKET"
7024 PRINT" TO THE EAST (E) OR WEST (W)."
7028 PRINT" WHEN THE SUN SETS THE SABBATH"
```

```
7030 PRINT" WILL BEGIN AND THE GAME ENDS."
7032 N=0:TD=200:GOSUB400
7038 PRINT@352," WILL YOU BE USING A
     JOYSTICK?"
7040 GOSUB400:A$=INKEY$
7060 IFA$<>"Y"ANDA$<>"N"THEN7032
7070 CLS3:C=16
7110 V=N
7120 H=(RND(INT((15-V*5/4)+V/2))*2)
7122 IFH>28THENH=28
7124 IFH<2 THENH=2
7130 PRINT@V*32+H,"O";
7140 IFV=15THEN7250
7142 IFA$="N"THENB$=INKEY$
7144 IFA$="Y"THENB$=""
7150 IFA$="Y"ANDJOYSTK(0)<3THENB$="W"
7152 IFA$="Y"AND JOYSTK(0)>61THENB$="E"
7160 IFB$="E"THENC=C+2
7170 IFB$="W"THENC=C-2
7180 IFC>28THENC=2
7190 IFC<2THENC=28
7192 PRINT@482,"
7200 PRINT@480+C,"U";
7220 PRINT@V*32+H,CHR$(175);
7230 V=V+1:SOUNDV*10+10,2:GOTO7130
7250 IFC=H THENPRINT@8," YOU CAUGHT IT ";
7252 IFC=H THENSOUND180,5
7254 IFC<>H THENSOUND5,5
7260 IFC<>H THENPRINT@8," YOU MISSED IT! ";
7262 TD=1000:GOSUB400:FORI=8TO23
7268 PRINT@I,CHR$(128);
7270 NEXTI:IFC=H THENS=S+1
7280 FOR I=0TO31
7290 PRINT@N*32+I,CHR$(128);
7300 NEXTI:N=N+1:IFN<>15THEN7110ELSECLS0
7330 PRINT@192,"    YOU CAUGHT";S;"PIECES OF
     THE"
```

```
7340 PRINT"    MANNA AND MISSED";15-S;
     "PIECES"
7350 N=0:S=0:GOTO900
```

Helping the Israelites Find Quail

When God directed Moses to lead the children of Israel out of Egypt to take them to the promised land, they first had to cross the wilderness.

God used the time spent in the wilderness to teach His people that they should depend on Him for all their needs. Since they had been slaves in Egypt for so long, depending on human masters for their needs, they had a very difficult time learning to depend on the Lord.

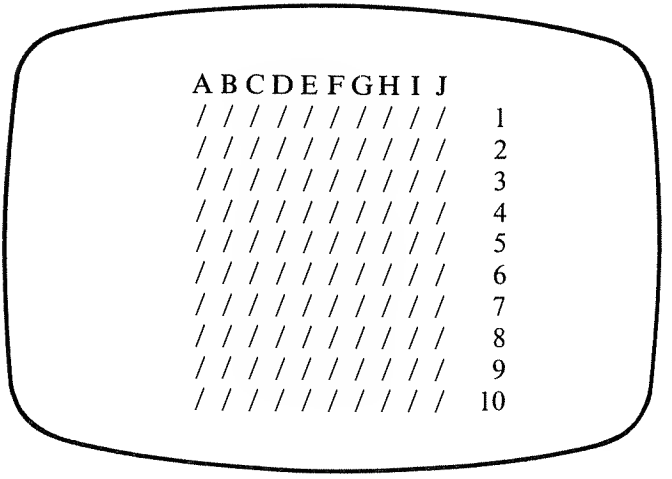
When the people became hungry in the wilderness they did not think to stop right there and pray to God and ask for food; instead, they complained, "Would to God we had died by the hand of the Lord in the land of Egypt... when we did eat bread to the full..." (Exodus 16:3). In verse 13 God sent quail for them to eat.

HOW THE GAME PLAYS

After loading the game into the computer, you must type the word "RUN" and press the "ENTER/RETURN" button. The computer will take a couple of minutes to choose random locations to hide the quail.

The computer then draws a field of grass in which it has randomly hidden the quail. It will then say, "FIND 20 HIDING QUAIL. INPUT V(1-10)." You must now enter a vertical position from 1 to 10 and press the "return" button. The

computer will now ask for a horizontal position which you will input in the same way.



If the numbers you have chosen were also the numbers the computer had randomly chosen, the computer will print a "V" in the grass at the location with those coordinates. If the numbers do not match, then the computer will print a blank space instead.

Remember that the quails always hide in coveys of at least 4.

The object of the game is to find the quails in the least number of moves.

THE QUAIL GAME
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 FAST
20 DIM A(10,10)
30 LET T=0
40 LET A=0
50 LET R=INT (RND*9)+1
60 LET S=INT (RND*9)+1
70 LET A(R,S)=1
80 LET A(R,S+1)=1
90 LET A(R+1,S)=1
100 LET A(R+1,S+1)=1
110 FOR I=1 TO 10
120 FOR J=1 TO 10
130 IF A(I,J)=1 THEN LET A=A+1
140 NEXT J
150 NEXT I
160 IF A<20 THEN GOTO 40
170 SLOW
180 PRINT AT 12,8;"THE QUAIL GAME"
190 FOR I=1 TO 10
200 FOR J=10 TO 19
210 PRINT AT I,J;"#"
220 NEXT J
230 NEXT I
240 PRINT AT 14,5;"FIND ";A;" HIDING QUAIL"
250 IF A=0 THEN PRINT "YOU FOUND THEM
    ALL IN ";T;" TRIES"
260 IF A=0 THEN GOTO 260
270 PRINT "V? (1-10)                    "
280 INPUT V
290 PRINT AT 15,11;V;"   H? (1-10)   "
```

```
300 INPUT H
310 LET T=T+1
320 IF A(V,H)=1 THEN PRINT AT V,H+9;"V"
330 IF A(V,H)=0 THEN PRINT AT V,H+9;" "
340 IF A(V,H)=2 THEN PRINT AT 15,0;"YOU
    LOOKED THERE ALREADY"
350 IF A(V,H)=1 THEN LET A=A-1
360 LET A(V,H)=2
370 GOTO 240
```

Note: Lines 10 and 170 may not be needed if the program is adapted for another computer.

THE QUAIL GAME
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 T=0
30 CALL SCREEN(11)
40 CALL COLOR(2,2,3)
50 CALL COLOR(11,9,11)
60 PRINT " BIBLE COMPUTER GAMES BY"
70 PRINT
80 PRINT "   ACCENT PUBLICATIONS"
90 FOR I=1 TO 6
100 PRINT
110 NEXT I
120 PRINT " USER AGREES NOT TO COPY"
130 PRINT " THIS SOFTWARE EXCEPT AS"
140 PRINT " PERMITTED IN THE SOFT-    "
```

```
150 PRINT " WARE LICENSE ON PAGE 2 "
160 FOR I=1 TO 6
170 PRINT
180 NEXT I
190 DIM A(10,10)
200 PRINT " PRESS ANY KEY TO BEGIN "
210 CALL KEY(0,K,S)
220 XX=XX+10
230 IF S=0 THEN 210
240 XX=XX+K
250 RANDOMIZE XX
260 CALL CLEAR
270 GOSUB 1010
280 Q=0
290 FOR I=1 TO 4
300 R=INT(RND*9)+1
310 S=INT(RND*9)+1
320 A(R,S)=1
330 A(R+1,S)=1
340 A(R,S+1)=1
350 A(R+1,S+1)=1
360 NEXT I
370 FOR I=1 TO 10
380 FOR J=1 TO 10
390 IF A(I,J)<>1 THEN 420
400 Q=Q+1
410 GOTO 430
420 A(I,J)=0
430 NEXT J
440 NEXT I
450 IF Q<20 THEN 280
460 GOSUB 1100
470 FOR V=3 TO 12
480 H=9
490 C=V+45
500 GOSUB 990
510 FOR H=10 TO 19
```

```
520 C=47
530 GOSUB 990
540 NEXT H
550 NEXT V
560 H=13
570 V=15
580 C=INT(Q/10)+48
590 GOSUB 990
600 H=14
610 C=48+Q-(C-48)*10
620 GOSUB 990
630 IF Q=0 THEN 1200
640 H=8
650 V=17
660 C=32
670 GOSUB 990
680 C=62
690 GOSUB 990
700 CALL KEY(0,K,S)
710 IF S=0 THEN 640
720 VG=K-47
730 IF VG<1 THEN 640
740 IF VG>10 THEN 640
750 V=V+1
760 GOSUB 990
770 C=62
780 GOSUB 990
790 C=32
800 CALL KEY(0,K,S)
810 IF S=0 THEN 760
820 HG=K-64
830 IF HG<1 THEN 760
840 IF HG>10 THEN 760
850 H=HG+9
860 V=VG+2
870 IF A(VG,HG)=2 THEN 920
880 IF A(VG,HG)=1 THEN 1300
```

```
890 IF A(VG,HG)=1 THEN 930
900 C=32
910 GOTO 950
920 GOTO 960
930 C=86
940 Q=Q-1
950 GOSUB 990
960 T=T+1
970 A(VG,HG)=2
980 GOTO 560
990 CALL HCHAR(V,H,C,1)
1000 RETURN
1010 PRINT "   ACCENT PUBLICATIONS"
1020 FOR I=1 TO 5
1030 PRINT
1040 NEXT I
1050 PRINT "      THE QUAIL GAME"
1060 FOR P=1 TO 11
1070 PRINT
1080 NEXT P
1090 RETURN
1100 PRINT "         ABCDEFGHIJ"
1110 PRINT
1120 PRINT " FIND THE HIDING QUAIL"
1130 PRINT
1140 PRINT "ENTER> 0 TO 9 FOR VERTICAL"
1150 PRINT "ENTER> A TO J FOR HORIZONTAL"
1160 FOR P=1 TO 5
1170 PRINT
1180 NEXT P
1190 RETURN
1200 PRINT "YOU FOUND THEM IN";T;"MOVES";
1210 FOR I=1 TO 1000
1220 NEXT I
1230 CALL CLEAR
1240 PRINT "PRESS 'Y' TO PLAY AGAIN"
1250 PRINT "PRESS 'N' TO QUIT"
```

```
1260 CALL KEY(0,K,S)
1270 IF K=89 THEN 10
1280 IF K<>78 THEN 1260
1290 END
1300 CALL SOUND(100,294,2)
1310 GOTO 890
```

THE QUAIL GAME
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

(See page 20 for lines 10-990.)

```
1000 CLS3:GOSUB200
1010 PRINT@40," THE QUAIL GAME ";
1012 PRINT@96," GOD HAS SENT QUAIL TO
     ISRAEL"
1014 PRINT" THEY ARE HIDING IN THE GRASS"
1016 PRINT" TRY TO FIND THEM BY GUESSING"
1017 PRINT" THEIR LOCATION IN THE GRASS."
1018 IFD1=1THEN1030
1020 DIMA(10,20)
1022 D1=1
1024 PRINT@288," COMPUTER IS HIDING THE
     QUAIL"
1030 A=0
1040 FORK=1T03
1050 S=RND(19)
1060 R=RND(9)
1070 A(R,S)=1
1072 SOUNDR*5+S+20,1
1080 A(R,S+1)=1
```

```
1090 A(R+1,S+1)=1
1100 A(R+1,S)=1
1104 NEXTK
1106 SOUNDR*5+S+10,1
1110 FOR I=1 TO 10
1120 FORJ=1TO20
1130 IFA(I,J)=1THENA=A+1
1132 IFA(I,J)=2THENA(I,J)=0
1140 NEXT J
1150 NEXT I
1152 IFA<50THEN1030
1160 PRINT@352," ARE YOU READY TO BEGIN
     THE GAME?"
1170 Q$=INKEY$
1180 IFQ$<>"Y"THEN1170
1182 CLS3
1183 PRINT@5,"ABCDEFGHIJKLMNOPQRST";
1190 FOR I=1 TO 10
1192 PRINT@(I*32+3),I;
1194 PRINT@(I*32+3),CHR$(175);
1196 IF I=10THENPRINT@I*32+2,I;
1198 IF I=10THENPRINT@I*32+1,CHR$(175);
1199 PRINT@322,CHR$(175);
1200 FORJ=5 TO 24
1210 PRINT @(I*32+J),"/";
1212 SOUND108+J*2,1
1220 NEXT J
1230 NEXT I
1240 PRINT@384," FIND";A;"HIDING QUAIL"
1250 IF A=0 THEN PRINT@ 416," YOU FOUND
     THEM ALL IN";T;"TRIES"
1260 IFA=0THEN900
1262 GOTO1290
1270 PRINT@416,""
1272 PRINT@416,"";
1280 INPUT"VERTICAL? (1-10)";V
1282 IFV>10THEN1270
```

```
1284 IFV<1THEN1270
1287 PRINT@356+H,CHR$(175);
1288 SOUND128,1:GOTO1310
1290 PRINT@416,""
1292 PRINT@416,"";
1296 PRINT@416,"HORIZONTAL? (A-T)";
1298 L$=INKEY$:IFL$=""THEN1298
1300 H=ASC(L$)-64
1302 IFH<1THEN1290
1304 IFH>20THEN1290
1306 PRINT@356+H,L$;
1308 GOTO1270
1310 T=T+1
1320 IFA(V,H)=1THENPRINT@(V*32+H+4),"V";
1322 IFA(V,H)=0THENSOUND58,1
1324 IFA(V,H)=1THENSOUND128,5
1330 IFA(V,H)=0THENPRINT@(V*32+H+4)," ";
1340 IF A(V,H)=2 THEN PRINT @448," YOU
     LOOKED THERE ALREADY"
1341 IFA(V,H)=2THENSOUND58,10
1342 TD=1000
1344 IF A(V,H)=2 THEN GOSUB400
1346 IF A(V,H)=2 THEN PRINT@448," "
1350 IF A(V,H)=1 THEN A=A-1
1360 A(V,H)=2
1370 GOTO 1240
```

Helping Moses Find the Water

When the Israelites became thirsty while traveling in the wilderness and they could find no water to drink (Exodus 17) God told Moses to take his rod and strike a rock and water would come out of the rock. Moses did so, and water came out and the people's and animals' thirst was satisfied.

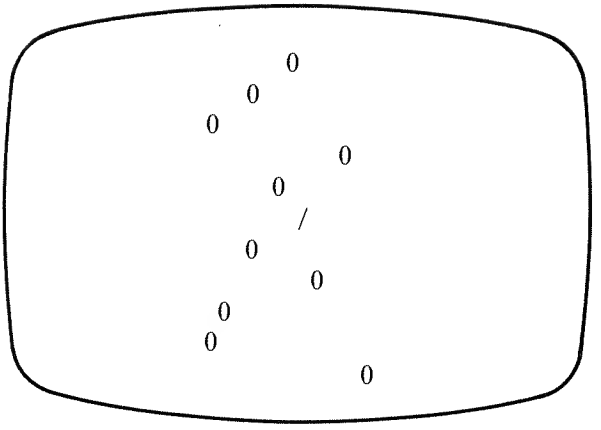
At a later time (Numbers 20), again the people could find no water to drink and again complained to Moses about it. Moses asked God what to do and God told him this time to take his rod and speak to the rock. But Moses was so angry with the complaining people that he took his rod and hit the rock hard—twice. The water came out for the people and animals to drink. But God told Moses that because he did not follow God's command correctly, he would not be allowed to go into the Promised Land.

This game is to remind us that God gladly quenches our thirst, but it is important for us to be obedient to His commands.

HOW THE GAME PLAYS

After loading the game into the computer, to play the game you must type the word "RUN" and again press the "ENTER/RETURN" button.

This game requires the player to move Moses' rod (pictured as a "/") around the game layout in order to strike the rocks (pictured as "O"s) to find the one that contains the water that God will give to the Israelites. The computer will ask you how difficult you want the game to be. You must type in a number from 1 to 15 and press the "ENTER" button. The easiest game is number 1 and the hardest is 15.



The computer then draws a field of rocks with the rod in the center and asks the question: "WHICH DIRECTION? N,S,E, OR W?" You must now decide which rock you want to strike first and press the letter that corresponds with the direction you want to move. (N)orth is at the top of the screen. The play continues until you find the water or you run out of time. The object of the game is to be the player that finds the rock with the water in the least amount of moves.

MOSES' ROD
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 8,9;"MOSES' ROD"
20 PRINT "STRIKE ROCKS TO FIND WATER"
```

```
30 PRINT "ENTER 1 (EASY) TO 15 (HARD)"
40 INPUT D
50 IF D>15 THEN GOTO 40
60 CLS
70 LET V=9
80 LET W=1
90 LET X=0
100 LET M=0
110 LET H=15
120 PRINT AT 21,0;"                                "
130 FOR I=1 TO D
140 LET R=INT (RND*21)
150 LET S=INT (RND*32)
160 IF R=V AND S=H THEN GOTO 140
170 PRINT AT R,S;"O"
180 IF W=1 THEN LET X=R*32+S
190 LET W= INT (RND*(31-D)+1)
200 NEXT I
210 PRINT AT 21,0;"WHICH DIRECTION? N,S,E, OR W"
220 PRINT AT V,H;"/"
230 LET D$= INKEY$
240 IF D$="E" OR D$="W" THEN GOTO 270
250 IF D$="N" OR D$="S" THEN GOTO 270
260 GOTO 230
270 PRINT AT V,H;" "
280 IF D$="E" THEN LET H=H+1
290 IF D$="W" THEN LET H=H-1
300 IF D$="N" THEN LET V=V-1
310 IF D$="S" THEN LET V=V+1
320 IF H=-1 THEN LET H=0
330 IF V=-1 THEN LET V=0
340 IF V=21 THEN LET V=20
350 IF H=32 THEN LET H=31
360 LET M=M+1
370 LET G=V*32+H
380 IF X<>G AND M<>32-D THEN GOTO 220
390 IF X<>G THEN LET M=1
```

```
400 IF X<>G THEN GOTO 120
410 PRINT AT 21,0;" YOU FOUND THE ROCK
    WITH WATER"
420 FOR I=1 TO 99
430 IF H+I>31 THEN GOTO 450
440 PRINT AT V,H+I;"W"
450 IF H-I<0 THEN GOTO 470
460 PRINT AT V,H-I;"W"
470 NEXT I
```

MOSES' ROD
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 CALL SCREEN(3)
30 TR=0
40 PRINT " BIBLE COMPUTER GAMES BY"
50 PRINT
60 PRINT "   ACCENT PUBLICATIONS"
70 FOR I=1 TO 6
80 PRINT
90 NEXT I
100 PRINT " USER AGREES NOT TO COPY"
110 PRINT " THIS SOFTWARE EXCEPT AS";
120 PRINT " PERMITTED IN THE SOFT- ";
130 PRINT " WARE LICENSE ON PAGE 2 ";
140 FOR I=1 TO 6
150 PRINT
160 NEXT I
170 DIM A(10,10)
```

```
180 PRINT " PRESS ANY KEY TO BEGIN "
190 CALL KEY(0,K,S)
200 XX=XX+10
210 IF S=0 THEN 190
220 XX=XX+K
230 CALL CLEAR
240 GOTO 520
250 R=INT(RND*18)+1
260 S=INT(RND*28)+1
270 RETURN
280 C=92
290 GOSUB 500
300 C=32
310 GOSUB 500
320 CALL KEY(0,K,S)
330 IF S=0 THEN 280
340 K=K-48
350 IF K<1 THEN 280
360 IF K>9 THEN 280
370 RETURN
380 CALL SOUND(100,294,2)
390 RETURN
400 GOSUB 500
410 C=62
420 GOSUB 500
430 C=32
440 CALL KEY(0,K,S)
450 IF S=0 THEN 400
460 K=K-64
470 IF K<1 THEN 400
480 IF K>26 THEN 400
490 RETURN
500 CALL HCHAR(V,H,C,1)
510 RETURN
520 PRINT "   ACCENT PUBLICATIONS"
530 FOR I=1 TO 5
540 PRINT
```

```
550 NEXT I
560 PRINT "        MOSES' ROD"
570 FOR P=1 TO 11
580 PRINT
590 NEXT P
600 RANDOMIZE XX
610 PRINT " STRIKE ROCKS TO FIND WATER"
620 PRINT " ENTER 1(EASY) TO 15(HARD)"
630 INPUT D
640 IF D<1 THEN 630
650 IF D>15 THEN 630
660 CALL CLEAR
670 CALL SCREEN(10)
680 PRINT " DIRECTION: 123"
690 PRINT "                4/6"
700 PRINT "                789"
710 VR=9
720 W=1
730 HR=15
740 V=VR
750 H=HR
760 FOR I=1 TO D
770 GOSUB 250
780 IF R=VR THEN 770
790 V=R
800 H=S
810 C=79
820 GOSUB 500
830 IF W<>1 THEN 850
840 X=R*32+S
850 NEXT I
860 V=VR
870 H=HR
880 C=92
890 GOSUB 500
900 H=16
910 V=22
```

```
920 GOSUB 280
930 H=HR
940 V=VR
950 GOSUB 500
960 TR=TR+1
970 ON K GOTO 980,980,980,990,990,990,1000,1000,1000
980 VR=VR-1
990 GOTO 1010
1000 VR=VR+1
1010 ON K GOTO 1020,1030,1040,1020,1030,1040,1020,
     1030,1040
1020 HR=HR-1
1030 GOTO 1050
1040 HR=HR+1
1050 IF HR<1 THEN 1370
1060 IF HR>32 THEN 1390
1070 IF VR<1 THEN 1410
1080 IF VR>20 THEN 1430
1090 M=M+1
1100 G=VR*32+HR
1110 IF X=G THEN 1150
1120 IF M<>32-D THEN 860
1130 M=1
1140 GOTO 760
1150 PRINT "    YOU DID IT IN";TR;"MOVES";
1160 GOSUB 380
1170 CALL COLOR(12,16,6)
1180 V=VR
1190 C=126
1200 FOR I=1 TO 40
1210 H=HR+I
1220 IF H>32 THEN 1240
1230 GOSUB 500
1240 H=HR-I
1250 IF H<1 THEN 1270
1260 GOSUB 500
1270 NEXT I
```

```
1280 FOR I=1 TO 1000
1290 NEXT I
1300 CALL CLEAR
1310 PRINT "PRESS 'Y' TO PLAY AGAIN"
1320 PRINT "PRESS 'N' TO QUIT"
1330 CALL KEY(0,K,S)
1340 IF K=89 THEN 10
1350 IF K<>78 THEN 1330
1360 END
1370 HR=1
1380 GOTO 1050
1390 HR=32
1400 GOTO 1070
1410 VR=1
1420 GOTO 1070
1430 VR=20
1440 GOTO 1090
```

MOSES' ROD
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

(See pages 2 for lines 10-990.)

```
2000 CLS3
2002 GOSUB 200
2010 PRINT@42," MOSES' ROD ";
2012 PRINT@96," "
2014 PRINT" YOU NEED TO TAKE MOSES' ROD &"
2016 PRINT" MOVE IT NORTH, SOUTH, EAST OR"
2018 PRINT" WEST TO STRIKE THE ROCKS AND"
2020 PRINT" FIND THE ONE THAT HAS WATER"
```

```
2022 PRINT
2024 PRINT@320,"  "
2026 PRINT@320,"  ";
2030 INPUT" ENTER 1(EASY)-16(HARD)";D
2040 IFD<1THEN2024
2050 IFD>16THEN2024
2051 D=D-2
2052 SOUND128,1
2054 PRINT@384," WILL YOU BE USING A JOYSTICK?"
2056 J$=INKEY$
2058 IFJ$<>"Y"ANDJ$<>"N"THEN2056
2060 CLS8
2062 D=D+2
2070 V=9
2080 W=1
2110 H=15
2120 PRINT@481,"                                                    ";
2130 FORI=1TOD
2140 R=RND(14)
2150 S=RND(31)
2160 IFR=V AND S=H THEN2140
2170 PRINT@(R*32+S),"O";
2172 SOUNDR*15+S,1
2180 IFW=1THENX=R*32+S
2190 W=RND(32-D)
2200 NEXTI
2210 PRINT@481," WHICH DIRECTION? N S E OR W";
2220 PRINT@(V*32+H),"/";
2230 IFJ$="N"THEND$=INKEY$
2232 IFJ$="Y"THENGOSUB500
2240 IF D$="E" OR D$="W" THEN2270
2250 IF D$="N" OR D$="S" THEN2270
2260 GOTO2230
2270 PRINT@(V*32+H),"  ";
2272 SOUND(V+H)*5+1,1
2274 T=T+1
2280 IFD$="E"THENH=H+1
```

```
2290 IFD$="W"THENH=H-1
2300 IFD$="N"THENV=V-1
2310 IFD$="S"THENV=V+1
2320 IFH=-1THENH=0
2330 IFH=32THENH=31
2340 IFV=-1THENV=0
2350 IFV=15THENV=14
2352 IFT>250THENPRINT@10," GAME OVER ";
2360 M=M+1
2362 IFT>250THENT=0:GOTO900
2370 G=V*32+H
2380 IFX<>G ANDM<32-D THEN2220
2390 IFX<>G THENM=1
2400 IFX<>G THEN2120
2420 FORI=1TO33
2430 IFH+I>31THEN2450
2440 PRINT@(V*32+H+I),"W";
2450 IFH-I<0THEN2470
2460 PRINT@(V*32+H-I),"W";
2470 SOUND128+I*3,1
2472 NEXTI
2480 PRINT@0," YOU FOUND THE ROCK WITH
     WATER ";
2482 PRINT@32," IT TOOK YOU";T;"TRIES TO DO IT"
2484 T=0
2490 GOTO900
```

The Amorites Are Coming!

Moses was called of God to lead the Children of Israel (the Israelites) out of Egypt and to the Promised Land (Exodus 3). God did not want His people to live with people whose "iniquity was full" (Genesis 15).

The Amorites were one of these nations that had to be defeated in order for the Israelites to possess the land and live godly lives there. In Exodus 23 God said that if the Israelites obeyed Him, He would be an enemy to the Amorites and any other group of people that was an enemy to the Israelites.

The purpose of this game is to remind us that we must resist and fight against sin that is all around us. May we also remember that "the wages of sin is death, but the gift of God is eternal life through Jesus Christ, our Lord" (Romans 6:23).

HOW THE GAME PLAYS

After loading the game into the computer, to play the game you must type the word "RUN" and again press the "ENTER/RETURN" button.

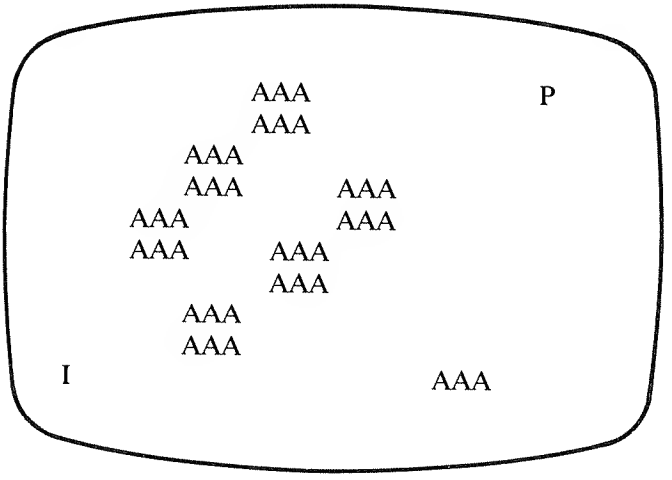
The computer first asks you how challenging you want the game to be. You must type in a number from 1 to 100 and press the "ENTER" button. The higher the number you enter, the fewer Amorites will be placed on the game board and therefore the easier the game will be to play.

The computer will then draw a game layout with a "P"in the upper right corner to show the location of the Promised Land. In the lower left corner will be an "I"showing the starting location of the Israelites.

The computer will ask you which direction you want the Israelites to move, N,S,E, or W? Each time you move, the computer will randomly decide whether or not to place some Amorites on the game board and if so, it will randomly decide where they will be placed. The position of

the Amorites is shown by the letter "A."

The object of the game is to move the Israelites across the game board to the Promised Land in the least number of moves and avoid being driven back to the starting position by the Amorites attacking you.



THE EXODUS GAME
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 8,8;" THE EXODUS GAME"
20 PRINT "LEAD THE ISRAELITES (I) PAST THE
```

```
    AMORITES (A) TO THE PROMISED LAND (P)
    1(HARD)-100(EASY)"
30 INPUT X
40 CLS
50 LET P=0
60 FOR I=1 TO 18
70 PRINT AT I,0;":"
80 PRINT AT I,28;":"
90 NEXT I
100 PRINT AT 1,27;"P"
110LET H=1
120 LET V=18
130 REM FROM 410
140 PRINT AT V,H;"I"
150 PRINT AT 21,0;"DIRECTION? N,S,E, OR W  "
160 LET D$=INKEY$
170 IF D$="N" OR D$="S" THEN GOTO 200
180 IF D$="E" OR D$="W" THEN GOTO 200
190 GOTO 160
200 PRINT AT V,H;"+"
210 IF D$="N" THEN LET V=V-1
220 IF D$="S" THEN LET V=V+1
230 IF D$="E" THEN LET H=H+1
240 IF D$="W" THEN LET H=H-1
250 IF V=0 THEN LET V=1
260 IF H=0 THEN LET H=1
270 IF H=28 THEN LET H=27
280 IF V=19 THEN LET V=18
290 IF CHR$ (PEEK (V*31+H+17656))<>"A" THEN
    GOTO 350
300 PRINT AT 21,0;"AMORITES DROVE YOU BACK "
310 LET R=V-1
320 LET S=H-1
330 LET P=1
340 GOTO 380
350 LET R= INT (RND*17)+1
360 LET S= INT (RND*(29+X)+1)
```

```
370 IF S>25 THEN GOTO 400
380 PRINT AT R,S;"AAA"
390 PRINT AT R+1,S;"AAA"
400 IF P=1 THEN GOTO 50
410 IF (V<>1 OR H<>27) THEN GOTO 140
420 PRINT AT 21,0;"YOU ARE AT THE PROMISED
    LAND"
430 GOTO 430
```

THE EXODUS GAME
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 CALL SCREEN(13)
30 DIM A(24,30)
40 CALL COLOR(1,2,13)
50 PRINT " BIBLE COMPUTER GAMES BY"
60 PRINT
70 PRINT "   ACCENT PUBLICATIONS"
80 FOR I=1 TO 6
90 PRINT
100 NEXT I
110 PRINT " USER AGREES NOT TO COPY"
120 PRINT " THIS SOFTWARE EXCEPT AS";
130 PRINT " PERMITTED IN THE SOFT- ";
140 PRINT " WARE LICENSE ON PAGE 2 ";
150 FOR I=1 TO 6
160 PRINT
170 NEXT I
180 PRINT "      PRESS ANY KEY TO BEGIN"
```

```
190 CALL KEY(0,K,S)
200 XX=XX+10
210 IF S=0 THEN 190
220 XX=XX+K
230 RANDOMIZE XX
240 CALL CLEAR
250 GOTO 730
260 R=INT(RND*21)+1
270 S=INT(RND*(29+X)+1)
280 RETURN
290 C=63
300 GOSUB 710
310 C=32
320 CALL KEY(0,K,S)
330 IF S=0 THEN 290
340 K=K-48
350 IF K<0 THEN 290
360 IF K>9 THEN 290
370 RETURN
380 CALL SOUND(100,294,2)
390 RETURN
400 GOSUB 710
410 C=73
420 GOSUB 710
430 C=32
440 CALL KEY(0,K,S)
450 IF S=0 THEN 400
460 IF K=78 THEN 510
470 IF K=83 THEN 540
480 IF K=69 THEN 570
490 IF K=87 THEN 600
500 GOTO 400
510 VI=VI-1
520 IF VI<1 THEN 630
530 RETURN
540 VI=VI+1
550 IF VI>22 THEN 650
```

```
560 RETURN
570 HI=HI+1
580 IF HI>28 THEN 670
590 RETURN
600 HI=HI-1
610 IF HI<3 THEN 690
620 RETURN
630 VI=1
640 RETURN
650 VI=22
660 RETURN
670 HI=28
680 RETURN
690 HI=3
700 RETURN
710 CALL HCHAR(V,H,C,1)
720 RETURN
730 PRINT "   ACCENT PUBLICATIONS"
740 FOR I=1 TO 5
750 PRINT
760 NEXT I
770 PRINT "      THE EXODUS GAME"
780 FOR P=1 TO 11
790 PRINT
800 NEXT P
810 PRINT " LEAD THE ISRAELITES (I) PAST"
820 PRINT " THE AMORITES (A) TO THE"
830 PRINT " PROMISED LAND (P). INPUT "
840 PRINT "1 (HARD) TO 50 (EASY)"
850 INPUT X
860 IF X<1 THEN 850
870 IF X>50 THEN 850
880 CALL CLEAR
890 CALL SCREEN(9)
900 CALL COLOR(1,2,9)
910 CALL COLOR(6,16,14)
920 CALL COLOR(7,16,14)
```

```
930 PRINT " which direction? n,s,e,w"
940 H=28
950 V=1
960 C=80
970 GOSUB 710
980 HI=3
990 VI=22
1000 H=HI
1010 V=VI
1020 C=73
1030 GOSUB 710
1040 HJ=HI
1050 VJ=VI
1060 GOSUB 400
1070 H=HJ
1080 V=VJ
1090 C=43
1100 GOSUB 710
1110 IF A(VI,HI)=1 THEN 1290
1120 GOSUB 260
1130 IF S>28 THEN 1250
1140 CALL COLOR(5,7,4)
1150 CALL HCHAR(R,S,65,3)
1160 CALL HCHAR(R+1,S,65,3)
1170 AM=INT(RND*4)+1
1180 IF AM>2 THEN 1250
1190 A(R,S)=1
1200 A(R+1,S)=1
1210 A(R,S+2)=1
1220 A(R,S+1)=1
1230 A(R+1,S+1)=1
1240 A(R+1,S+2)=1
1250 IF VI=1 THEN 1270
1260 GOTO 1000
1270 IF HI=28 THEN 1320
1280 GOTO 1000
1290 PRINT " the amorites stopped you";
```

```
1300 GOSUB 380
1310 GOTO 1330
1320 PRINT "you're at the promised land";
1330 FOR I=1 TO 24
1340 FOR J=1 TO 30
1350 A(I,J)=0
1360 NEXT J
1370 NEXT I
1380 CALL CLEAR
1390 FOR I=1 TO 8
1400 IF I=2 THEN 1430
1410 IF I=4 THEN 1430
1420 CALL COLOR(I,2,13)
1430 NEXT I
1440 CALL SCREEN(13)
1450 PRINT "PRESS 'Y' TO PLAY AGAIN"
1460 PRINT "PRESS 'N' TO QUIT"
1470 CALL KEY(0,K,S)
1480 IF K=89 THEN 10
1490 IF K<>78 THEN 1470
1500 END
```

THE EXODUS GAME
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

(See page 20 for lines 10-990.)

```
6000 CLS3
6002 GOSUB200
6010 PRINT@39," THE EXODUS GAME ";
```

```
6020 PRINT@96," LEAD THE ISRAELITES (I) PAST"
6030 PRINT" THE AMORITES (A) TO THE LAND"
6040 PRINT" THAT GOD HAS PROMISED THEM"
6042 PRINT@224,""
6044 PRINT@224,"";
6046 INPUT" INPUT 1(HARD) TO 99(EASY)";X
6048 IFX>99THEN6042
6050 IFX<1THEN6042
6052 X=X+10
6054 PRINT@288," WILL YOU BE USING A
     JOYSTICK?"
6056 J$=INKEY$:IFJ$<>"N"ANDJ$<>"Y"THEN6056
6058 CLS5
6059 X=X-10:IFX<1THENX=1
6062 FORI=1TO26
6064 FORI=1TO62
6066 SET(I,0,8):SET(I,27,8)
6068 SET(I,1,8):SET(I,26,8)
6072 SOUND200-I*3,1
6082 NEXTI
6084 FORI=1TO26
6086 SET(1,I,8):SET(0,I,8)
6088 SET(63,I,8):SET(62,I,8)
6092 SOUND200-I*3,1
6098 NEXTI
6100 PRINT@62,"P";
6102 IFB=5THENB=0:GOTO900
6110 H=1
6120 V=12
6130 PRINT@V*32+H,"I";
6140 IFJ$="Y"THENPRINT@448," USE JOYSTICK
     BUTTON TO BATTLE"
6150 IFJ$="N"THENPRINT@448," PRESS N S E W
     OR X TO BATTLE"
6152 IFJ$="N"THEND$=INKEY$
6160 IFJ$="Y"GOSUB500
6162 IFD$=""THENTD=40:GOSUB400
```

```
6164 PRINT@V*32+H,CHR$(159);
6166 SOUNDH*3-V*3+100,1
6170 IFD$="N"THENV=V-1:GOTO6250
6180 IFD$="S"THENV=V+1:GOTO6250
6190 IFD$="E"THENH=H+1:GOTO6250
6200 IFD$="W"THENH=H-1:GOTO6250
6202 IFD$="X"THEN6500
6210 PRINT@V*32+H,"I";
6220 GOTO6152
6250 IFV=0THENV=1
6260 IFH=0THENH=1
6270 IFH=31THENH=30
6280 IFV=13THENV=12
6282 IFV=1ANDH=30THEN6420
6290 IFPOINT(H*2,V*2)<>-1THEN6350
6300 PRINT@448," THE AMORITES DROVE YOU
     BACK"
6302 B=B+1
6310 R=V-1
6320 S=H-1
6330 P=1
6340 GOTO6380
6350 R=RND(11)
6360 S=RND(29+(X*3))
6370 IFS>28THEN6400
6380 PRINT@R*32+S,"AAA";
6390 PRINT@R*32+S+32,"AAA";
6400 IFP=1THENP=0:GOTO6084
6410 GOTO6130
6420 PRINT@448," YOU ARE AT THE PROMISED
     LAND"
6422 SOUND200,5
6430 GOTO900
6442 PK=PEEK(65280)
6444 IFPK=126ORPK=254THEND$="X":RETURN
6500 RX=RND(5)
6510 IFRX=1THEN6300
```

```
6512 R=V-1:S=H-1
6514 IFRX>2THEN6522
6520 PRINT@R*32+S,CHR$(143);CHR$(143);CHR$(143);
6522 IFRX>3THENPRINT@R*32+S+1,CHR$(143);
6524 IFRX>4THEN6540
6530 PRINT@R*32+S+34,CHR$(143);
6540 GOTO6210
```

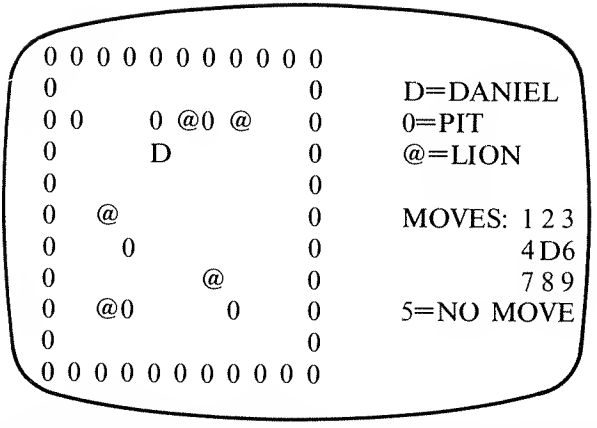
Daniel in the Lions' Den

Daniel chapter 6 tells us that King Darius threw Daniel into the lions' den because Daniel was found praying to God which was forbidden by Babylonian law. Because Daniel trusted in God and prayed every day, God closed the mouths of the lions. In this game you are to help protect Daniel from the lions.

HOW THE GAME PLAYS

After loading the game into the computer, to play the game you must type the word "RUN" and again press the "ENTER/RETURN" button.

The computer will tell you that you must instruct Daniel where to move to keep Daniel away from the lions and from falling into a pit. The computer will then draw a game layout with Daniel, the lions, and the pits in random locations.



Note that in the sample above if you press "2" Daniel will fall into a pit. A "3" will move him into a lion's spot. Numbers "5," "6," "7," and "8" are all locations that lions can immediately move to. The best move is "1" which puts a pit between Daniel and two of the lions into which they will fall. Note that Daniel's new location which was position #1 will now be position #5. The game is won when all the lions fall into pits. Don't worry if you lose, God will still protect Daniel.

DANIEL IN THE LIONS' DEN
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 CALL SCREEN(12)
30 CALL COLOR(12,9,9)
```

```
40 PRINT " BIBLE COMPUTER GAMES BY"
50 PRINT
60 PRINT "   ACCENT PUBLICATIONS"
70 FOR I=1 TO 6
80 PRINT
90 NEXT I
100 PRINT " USER AGREES NOT TO COPY"
110 PRINT " THIS SOFTWARE EXCEPT AS";
120 PRINT " PERMITTED IN THE SOFT- ";
130 PRINT " WARE LICENSE ON PAGE 2 ";
140 FOR I=1 TO 6
150 PRINT
160 NEXT I
170 DIM A(20,20)
180 DIM E(21)
190 DIM F(21)
200 PRINT "   PRESS ANY KEY TO BEGIN"
210 CALL KEY(0,K,S)
220 XX=XX+10
230 IF S=0 THEN 210
240 XX=XX+K
250 CALL CLEAR
260 GOTO 550
270 B=INT(RND*11)+5
280 C=INT(RND*12)+5
290 RETURN
300 CH=62
310 GOSUB 530
320 GOSUB 410
330 CH=32
340 GOSUB 530
350 CALL KEY(0,K,S)
360 IF S=0 THEN 300
370 Y=K-48
380 IF Y<1 THEN 300
390 IF Y>9 THEN 300
400 RETURN
```

```
410 CALL SOUND(100,294,2)
420 RETURN
430 GOSUB 530
440 C=62
450 GOSUB 530
460 C=32
470 CALL KEY(0,K,S)
480 IF S=0 THEN 430
490 K=K-64
500 IF K<1 THEN 430
510 IF K>9 THEN 430
520 RETURN
530 CALL HCHAR(V,H,CH,1)
540 RETURN
550 PRINT "   ACCENT PUBLICATIONS"
560 FOR I=1 TO 5
570 PRINT
580 NEXT I
590 PRINT " DANIEL IN THE LIONS' DEN"
600 FOR P=1 TO 11
610 PRINT
620 NEXT P
630 RANDOMIZE XX
640 PRINT " HELP DANIEL TO AVOID THE"
650 PRINT " LIONS AND THE PITS. WHEN"
660 PRINT " ALL THE LIONS HAVE FALLEN"
670 PRINT " INTO PITS, YOU WIN -READY?"
680 CALL KEY(0,K,S)
690 IF S=0 THEN 680
700 CALL CLEAR
710 CALL SCREEN(13)
720 PRINT TAB(23);"DANIEL"
730 PRINT TAB(23);"     =T"
740 PRINT
750 PRINT TAB(23);"LIONS"
760 PRINT TAB(23);"     =@"
770 PRINT
```

```
780 PRINT TAB(23);"PITS=";CHR$(30)
790 PRINT
800 PRINT TAB(23);"MOVES:"
810 PRINT
820 PRINT TAB(23);" 123"
830 PRINT TAB(23);" 4T6"
840 PRINT TAB(23);" 789"
850 PRINT
860 PRINT TAB(23);"5=STAY"
870 PRINT
880 PRINT "  NUMBER OF LIONS:"
890 PRINT
900 PRINT "  TELL DANIEL HOW TO MOVE"
910 CY=4
920 G=5
930 FOR B=2 TO 18
940 FOR C=2 TO 19
950 IF B=2 THEN 1040
960 IF B=3 THEN 1040
970 IF B=17 THEN 1040
980 IF B=18 THEN 1040
990 IF C=2 THEN 1040
1000 IF C=3 THEN 1040
1010 IF C=18 THEN 1040
1020 IF C=19 THEN 1040
1030 GOTO 1090
1040 A(B,C)=1
1050 H=C+3
1060 V=B
1070 CH=30
1080 GOSUB 530
1090 NEXT C
1100 NEXT B
1110 FOR D=1 TO 21
1120 GOSUB 270
1130 IF A(B,C)<>0 THEN 1120
1140 A(B,C)=1
```

```
1150 IF D>5 THEN 1170
1160 A(B,C)=2
1170 IF D<>6 THEN 1190
1180 A(B,C)=3
1190 E(D)=B
1200 F(D)=C
1210 NEXT D
1220 FOR B=4 TO 16
1230 V=B
1240 H=3
1250 CH=62
1260 GOSUB 530
1270 GOSUB 410
1280 FOR C=4 TO 17
1290 H=C+3
1300 IF A(B,C)<>0 THEN 1330
1310 CH=126
1320 GOSUB 530
1330 IF A(B,C)<>1 THEN 1360
1340 CH=30
1350 GOSUB 530
1360 IF A(B,C)<>2 THEN 1390
1370 CH=64
1380 GOSUB 530
1390 IF A(B,C)<>3 THEN 1420
1400 CH=84
1410 GOSUB 530
1420 NEXT C
1430 H=3
1440 CH=32
1450 GOSUB 530
1460 NEXT B
1470 H=22
1480 V=21
1490 CH=G+48
1500 GOSUB 530
1510 B=E(6)
```

```
1520 C=F(6)
1530 A(B,C)=0
1540 ON CY GOTO 1990,2010,2040,1550
1550 H=16
1560 V=23
1570 GOSUB 300
1580 ON Y GOTO 1610,1610,1610,1620,1670,1620,1590,
     1590,1590
1590 B=B+1
1600 GOTO 1620
1610 B=B-1
1620 ON Y GOTO 1630,1670,1650,1630,1670,1650,1630,
     1670,1650
1630 C=C-1
1640 GOTO 1670
1650 C=C+1
1660 REM
1670 IF A(B,C)<>1 THEN 1690
1680 CY=1
1690 IF A(B,C)<>2 THEN 1710
1700 CY=2
1710 IF A(B,C)<>0 THEN 1730
1720 A(B,C)=3
1730 E(6)=B
1740 F(6)=C
1750 FOR D=1 TO 5
1760 IF A(E(D),F(D))<>2 THEN 1970
1770 A(E(D),F(D))=0
1780 IF E(D)<B THEN 1790 ELSE 1800
1790 E(D)=E(D)+1
1800 IF E(D)>B THEN 1810 ELSE 1820
1810 E(D)=E(D)-1
1820 IF F(D)<C THEN 1830 ELSE 1840
1830 F(D)=F(D)+1
1840 IF F(D)>C THEN 1850 ELSE 1860
1850 F(D)=F(D)-1
1860 IF A(E(D),F(D))=3 THEN 1870 ELSE 1880
```

```
1870 CY=2
1880 IF A(E(D),F(D))=0 THEN 1900
1890 G=G-1
1900 IF A(E(D),F(D))=0 THEN 1930
1910 IF A(E(D),F(D))=3 THEN 1930
1920 GOTO 1940
1930 A(E(D),F(D))=2
1940 IF G<>0 THEN 1970
1950 IF CY<>4 THEN 1970
1960 CY=3
1970 NEXT D
1980 GOTO 1220
1990 PRINT " DANIEL FELL IN A PIT";
2000 GOTO 2050
2010 PRINT " YOU DIDN'T SAVE DANIEL SO"
2020 PRINT " GOD DELIVERED HIM INSTEAD";
2030 GOTO 2050
2040 PRINT "       YOU SAVED DANIEL";
2050 FOR I=1 TO 18
2060 FOR J=1 TO 18
2070 A(I,J)=0
2080 NEXT J
2090 NEXT I
2100 FOR I=1 TO 21
2110 E(I)=0
2120 F(I)=0
2130 NEXT I
2140 FOR I=1 TO 1000
2150 NEXT I
2160 CALL CLEAR
2170 PRINT "PRESS 'Y' TO PLAY AGAIN"
2180 PRINT "PRESS 'N' TO QUIT"
2190 CALL KEY(0,K,S)
2200 IF K=89 THEN 700
2210 IF K<>78 THEN 2190
2220 END
```

DANIEL IN THE LIONS' DEN
Radio ShackTRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

(See page 20 for lines 10-990.)

```
9000 CLS3:GOSUB200
9010 PRINT@35," DANIEL IN THE LIONS' DEN "
9020 PRINT@96," DANIEL IS IN A DEN WITH FIVE"
9022 PRINT" LIONS, YOU MUST TELL HIM HOW"
9024 PRINT" TO MOVE TO KEEP AWAY FROM THE"
9026 PRINT" LIONS & NOT FALL INTO A PIT."
9028 PRINT" WHEN ALL THE LIONS FALL INTO"
9030 PRINT" THE PITS, YOU WILL HAVE WON."
9031 CLEAR
9032 CY=4:GOSUB9900
9033 IF J$<>""THEN 9038
9034 PRINT@416," WILL YOU BE USING A
     JOYSTICK?"
9036 J$=INKEY$:IF J$<>"Y"AND J$<>"N"THEN
     9036
9038 CLS8:GOSUB9930
9040 CY=4:FORD=1TO21
9043 B=RND(8)+1
9044 C=RND(18)+1
9046 IF A(B,C)<>0 THEN 9043
9048 A(B,C)=1
9050 IFD<6THEN A(B,C)=2
9052 IFD=6THEN A(B,C)=3
9054 E(D)=B:F(D)=C:NEXTD
9056 GOSUB 9940
9060 B=E(6):C=F(6):A(B,C)=0
9070 ON CY GOTO9250,9260,9270
9080 IF G=0 THEN PRINT@384," "
```

```
9090 IF G=1 THENPRINT@384," THERE IS ONLY
     ONE LION LEFT"
9092 IF G>1 THEN PRINT@384," THERE ARE";G;
     "LIONS AFTER DANIEL"
9094 SOUND 200,1
9100 PRINT@416," TELL DANIEL WHICH WAY TO
     MOVE"
9101 IF J$="Y"THEN GOSUB9800:GOTO9106
9102 Y$=INKEY$:IF Y$=" "THEN9102ELSE
     Y=ASC(Y$)-48
9104 IF Y>9 OR Y<1 THEN 9102
9106 M=M+1:IFY<>5 THENPRINT@384," DANIEL
     & THE LIONS ARE MOVING"
9108 IFY=5THENPRINT@384," THE LIONS ARE
     MOVING"
9109 PRINT
9110 ONY GOTO9140,9140,9140,9150,9180,9150
9120 B=B+1:GOTO9150
9140 B=B-1
9150 ONY GOTO9170,9180,9160,9170,9180,9160,9170,9180
9160 C=C+1:GOTO 9180
9170 C=C-1
9180 IF A(B,C)=1 THEN CY=1
9182 IF A(B,C)=2THEN CY=2
9184 IF A(B,C)=0 THEN A(B,C)=3
9186 E(6)=B:F(6)=C:FOR D=1TO5
9188 IF A(E(D),F(D))<>2 THEN 9240
9190 A(E(D),F(D))=0
9192 IF E(D)<B THEN E(D)=E(D)+1
9194 IF E(D)>B THEN E(D)=E(D)-1
9196 IF F(D)<C THEN F(D)=F(D)+1
9198 IF F(D)>C THEN F(D)=F(D)-1
9200 IF A(E(D),F(D))=3 THEN CY=2
9210 IF A(E(D),F(D))<>0 THEN G=G-1
9220 IF A(E(D),F(D))=0 OR A(E(D),F(D))=3 THEN
     A(E(D),F(D))=2
9230 IF G=0 AND CY=4 THEN CY=3
```

```
9240 NEXT D:GOTO 9056
9250 PRINT @384,M;"MOVES: DANIEL FELL IN A
     PIT"
9252 GOTO 9274
9260 PRINT@384,"YOU FAILED SO GOD
     RESCUED DANIEL"
9262 GOTO9274
9270 PRINT@384," YOU SAVED DANIEL IN";M;
     "MOVES"
9274 PRINT
9275 IFJ$="Y"THEN CLEAR:G$="5":J$="Y":GOTO900
9276 CLEAR:J$="N":G$="5":GOTO900
9800 PK=PEEK(65280):IFPK=126ORPK=254THEN
     RETURN
9802 Y=6:IFJOYSTK(1)<7THENY=3
9804 IFJOYSTK(1)>55THENY=9
9806 IFJOYSTK(0)<56THENY=Y-1
9808 IFJOYSTK(0)<5THENY=Y-1
9810 PRINT@470,Y;
9812 GOTO9800
9900 IF EF=1 THEN 9910
9902 EF=1:DIM E(21):DIM F(21)
9904 DIM A(10,20)
9910 G=5:M=0:FORB=1TO10:FORC=1TO20
9920 A(B,C)=0
9922 IF B=1 OR B=10 THEN A(B,C)=1
9924 IF C=1 OR C=20 THEN A(B,C)=1
9926 NEXT C:NEXTB:RETURN
9930 FOR B=1TO10:FOR C=1TO20
9932 IF A(B,C)=1 THEN PRINT@B*32+C,CHR$(128);
9934 NEXTC:NEXTB:GOSUB9960:RETURN
9940 FORC=2TO19:FORB=2TO9
9942 IF A(B,C)=0 THENPRINT@B*32+C," ";
9944 IF A(B,C)=1 THENPRINT@B*32+C,CHR$(128);
9946 IF A(B,C)=2 THENPRINT@B32+C,"@";
9947 IFA(B,C)=2 THENSOUND120,1
9948 IF A(B,C)=3 THENPRINT@B*32+C,"T";
```

```
9949 IFA(B,C)=3 THENSOUND160,1
9950 NEXTB:NEXTC:RETURN
9960 PRINT@53," T=DANIEL ";
9962 PRINT@85," @=A LION ";
9964 PRINT@117," ";CHR$(128);"=A PIT  ";
9966 PRINT@149,"DIRECTIONS";
9970 PRINT@181," PICK 1-9 ";
9972 PRINT@213,"   123    ";
9974 PRINT@245,"   4T6    ";
9975 PRINT@277,"   789    ";
9976 IF J$="Y"THEN 9988
9977 PRINT@309,"5=NO MOVE.";
9978 PRINT@341,"          ";:RETURN
9988 PRINT@309," AND PUSH ";
9990 PRINT@341," BUTTON.  ";:RETURN
```

The Mansions in Heaven Adventure

Jesus told us that we should not let our hearts be troubled because He is preparing a place for us in His Father's house where there are many mansions (John 14). In the "Heavenly Mansions" game you will look for Jesus' 12 apostles in these mansions.

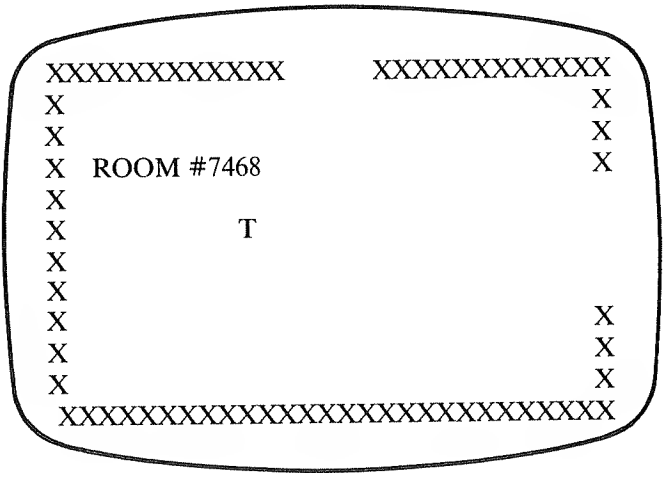
The game can give us a limited idea of how extensive eternity is. If you were not given the hint that the apostles are no farther away than 12 rooms from where you begin, you could wander through almost unlimited number of rooms without success.

HOW THE GAME PLAYS

After loading the game into the computer, to play the

game you must type the word "RUN" and again press the "ENTER/RETURN" button.

After the computer sets up the game and makes its random choices, it will ask you if you are ready to begin playing. All you need to do is press the letter "Y" to say "YES." The computer will draw one of the many rooms and assign it a number between 1000 and 9999.



The computer will then ask you which way you want to go (N, S, E, or W). North would move you to the room with a number 10 less than the number of the room where you are at present. In the above example you would move to room #7458. South would move you to the room with a number 10 more than where you are. East is one number higher, and West is one number lower. Of course, you must realize that you can go only the direction that has an open door. The object of the game is to find in which rooms the apostles of Jesus are living in the least number of moves.

Heavenly Mansions
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 8,5;"HEAVENLY MANSIONS"
20 PRINT "WANDER THE JOHN 14:2 MANSIONS
   TO FIND APOSTLES (READY?)"
30 LET F=0
40 LET M=INT (RND*9000)+1000
50 LET D$=INKEY$
60 IF D$<>"Y" THEN GOTO 50
70 LET X=M+ INT (RND*12)-6
80 IF X=M THEN GOTO 70
90 CLS
100 LET R=INT(RND*4)
110 FOR H=5 TO 26
120 PRINT AT 15,H;"X"
130 PRINT AT 5,H;"X"
140 NEXT H
150 FOR V=6 TO 14
160 PRINT AT V,5;"X"
170 PRINT AT V,26;"X"
180 NEXT V
190 IF R>1 THEN PRINT AT 10,26;" "
200 IF R<2 THEN PRINT AT 15,15;" "
210 IF R=0 OR R=3 THEN PRINT AT 5,15;" "
220 IF R=1 OR R=2 THEN PRINT AT 10,5;" "
230 PRINT AT 12,12;"T"
240 PRINT AT 7,7;"MANSION NO. ";M
250 IF M=X THEN PRINT AT 12,18;"T"
260 IF M=X THEN LET F=F+1
270 IF M=X THEN PRINT AT 10,9;"YOU FOUND
   HIM"
280 IF F=12 THEN PRINT AT 21,0;"YOU FOUND
   ALL 12 "
```

```
290 IF F=12 THEN GOTO 290
300 IF M=X THEN PRINT AT 21,0;"READY TO
    FIND APOSTLE NO. ";F+1;"?          "
310 IF M=X THEN GOTO 50
320 PRINT AT 21,0;"WHICH DIRECTION? (N,S,E, OR W)"
330 LET D$= INKEY$
340 IF D$=""THEN GOTO 330
350 IF D$="S" OR D$="W" THEN IF R=1 THEN
    GOTO 410
360 IF D$="E" OR D$="W" THEN IF R=2 THEN
    GOTO 410
370 IF D$="E" OR D$="N" THEN IF R=3 THEN
    GOTO 410
380 IF D$="S" OR D$="N" THEN IF R=0 THEN
    GOTO 410
390 PRINT AT 21,0;"YOU CAN'T GO THAT WAY
    JUST NOW"
400 GOTO 110
410 IF D$="W" THEN LET M=M-1
420 IF D$="E" THEN LET M=M+1
430 IF D$="N" THEN LET M=M-10
440 IF D$="S" THEN LET M=M+10
450 GOTO 90
```

HEAVENLY MANSIONS
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 CALL SCREEN(14)
30 AP=0
```

```
40 CL=5
50 NC=1
60 PRINT " BIBLE COMPUTER GAMES BY"
70 PRINT
80 PRINT "   ACCENT PUBLICATIONS"
90 FOR I=1 TO 6
100 PRINT
110 NEXT I
120 PRINT " USER AGREES NOT TO COPY"
130 PRINT " THIS SOFTWARE EXCEPT AS";
140 PRINT " PERMITTED IN THE SOFT- ";
150 PRINT " WARE LICENSE ON PAGE 2 ";
160 FOR I=1 TO 6
170 PRINT
180 NEXT I
190 PRINT "      PRESS ANY KEY TO BEGIN"
200 CALL KEY(0,K,S)
210 XX=XX+10
220 IF S=0 THEN 200
230 XX=XX+K
240 CALL CLEAR
250 GOTO 600
260 C=63
270 GOSUB 580
280 C=32
290 CALL KEY(0,K,S)
300 IF S=0 THEN 260
310 K=K-48
320 IF K<0 THEN 260
330 IF K>9 THEN 260
340 RETURN
350 CALL SOUND(100,294,2)
360 RETURN
370 GOSUB 580
380 C=62
390 GOSUB 580
400 C=32
```

```
410 CALL KEY(0,K,S)
420 IF S=0 THEN 370
430 HI=K
440 IF K=78 THEN 500
450 IF K=83 THEN 540
460 IF K=69 THEN 520
470 IF K=87 THEN 560
480 IF K=72 THEN 790
490 GOTO 370
500 DR=1
510 RETURN
520 DR=2
530 RETURN
540 DR=3
550 RETURN
560 DR=4
570 RETURN
580 CALL HCHAR(V,H,C,NC)
590 RETURN
600 PRINT "   ACCENT PUBLICATIONS"
610 FOR I=1 TO 5
620 PRINT
630 NEXT I
640 PRINT "    HEAVENLY MANSIONS"
650 FOR P=1 TO 9
660 PRINT
670 NEXT P
680 PRINT " WANDER N, S, E AND W THRU"
690 PRINT " THE MANSIONS OF JOHN 14:2"
700 PRINT " AND FIND THE 12 APOSTLES"
710 PRINT " HINT: USE 'H' FOR HINT"
720 PRINT " ENTER ANY KEY IF READY"
730 RANDOMIZE XX
740 M=INT(RND*9000)+1000
750 CALL KEY(0,K,S)
760 IF S=0 THEN 750
770 X=M+INT(RND*12)-6
```

```
780 IF X=M THEN 770
790 CALL CLEAR
800 CALL SCREEN(CL)
810 IF HI<>72 THEN 870
820 PRINT " HINT: TRY ROOM #";X
830 FOR I=1 TO 4
840 PRINT
850 NEXT I
860 GOTO 880
870 R=INT(RND*4)+1
880 PRINT "      MANSION #";M
890 FOR I=1 TO 16
900 PRINT
910 NEXT I
920 PRINT " DIRECTION? N,S,E,W OR H"
930 FOR H=4 TO 30
940 V=3
950 C=30
960 GOSUB 580
970 V=21
980 GOSUB 580
990 NEXT H
1000 FOR V=4 TO 20
1010 H=4
1020 GOSUB 580
1030 H=30
1040 GOSUB 580
1050 NEXT V
1060 C=32
1070 ON R GOSUB 1090,1090,1130,1170
1080 GOTO 1250
1090 H=4
1100 V=12
1110 GOSUB 580
1120 RETURN
1130 H=30
1140 V=12
```

```
1150 GOSUB 580
1160 RETURN
1170 V=3
1180 H=17
1190 GOSUB 580
1200 RETURN
1210 V=21
1220 H=17
1230 GOSUB 580
1240 RETURN
1250 ON R GOSUB 1210,1130,1170,1210
1260 V=12
1270 H=15
1280 C=84
1290 GOSUB 580
1300 H=14
1310 V=23
1320 IF X=M THEN 1640
1330 GOSUB 370
1340 ON DR GOTO 1350,1370,1400,1430
1350 IF R>2 THEN 1450
1360 GOTO 1300
1370 IF R=2 THEN 1450
1380 IF R=3 THEN 1450
1390 GOTO 1300
1400 IF R=1 THEN 1450
1410 IF R=4 THEN 1450
1420 GOTO 1300
1430 IF R<3 THEN 1450
1440 GOTO 1300
1450 ON DR GOTO 1460,1490,1520,1550
1460 M=M-10
1470 CL=CL-2
1480 GOTO 1570
1490 M=M+1
1500 CL=CL-1
1510 GOTO 1570
```

```
1520 M=M+10
1530 CL=CL+2
1540 GOTO 1570
1550 M=M-1
1560 CL=CL+1
1570 IF CL<3 THEN 1600
1580 IF CL>16 THEN 1620
1590 GOTO 790
1600 CL=CL+14
1610 GOTO 790
1620 CL=CL-14
1630 GOTO 790
1640 C=84
1650 H=17
1660 V=12
1670 NC=AP+1
1680 GOSUB 580
1690 NC=1
1700 PRINT "YOU FOUND APOSTLE #";AP+1
1710 FOR I=1 TO 1000
1720 NEXT I
1730 AP=AP+1
1740 CALL CLEAR
1750 IF AP=12 THEN 1790
1760 PRINT "PRESS ANY KEY TO FIND THE"
1770 PRINT "NEXT APOSTLE"
1780 GOTO 740
1790 PRINT "PRESS 'Y' TO PLAY AGAIN"
1800 PRINT "PRESS 'N' TO QUIT"
1810 CALL KEY (0,K,S)
1820 IF K=89 THEN 10
1830 IF K<>78 THEN 1810
1840 END
```

HEAVENLY MANSIONS
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

(See page 20 for lines 10-990.)

```
5000 CLS3
5002 GOSUB200
5010 PRINT@38," HEAVENLY MANSIONS ";
5020 PRINT@96,"WANDER THROUGH THE
     MANSIONS OF"
5022 PRINT" JOHN 14:6 AND TRY TO FIND THE"
5024 PRINT" 12 APOSTLES. HINT: THEY AREN'T"
5026 PRINT" ANY FARTHER THAN 12 ROOMS
     AWAY"
5028 PRINT" FROM EACH STARTING ROOM."
5030 PRINT@320," WILL YOU BE USING A
     JOYSTICK?"
5050 J$=INKEY$
5060 IFJ$<>"Y"ANDJ$<>"N"THEN5050
5062 SOUND180,1
5064 M=RND(9000)+1000
5070 X=M+RND(11)-6
5080 IFX=M THEN5070
5090 R=RND(4)-1
5092 T=T+1
5100 CLS3
5110 FORH=5TO26
5112 IFR<2 ANDH=15 THEN5122
5114 SOUNDH*5,1
5120 PRINT@352+H," ";
5122 IF (R=0 OR R=3) ANDH=15 THEN5132
5130 PRINT@32+H," ";
5132 NEXTH
5140 FORV=2TO10
5150 IF(R=1ORR=2)ANDV=6THEN5160
5152 PRINT@V*32+5," ";
```

```
5154 SOUNDV*5,1
5160 IFR>1ANDV=6THEN5170
5162 PRINT@V*32+26," ";
5170 NEXTV
5200 IFM=X THENPRINT@448," READY TO FIND
     ANOTHER APOSTLE?"
5230 PRINT@103," MANSION NO.";M;
5240 PRINT@298,"T";
5250 IFM=X THENF=F+1
5252 IFF<1THEN5270
5260 FORI=1TOF
5262 PRINT@233+I,"T";
5264 IFM=X THENSOUNDI*20,1
5266 NEXTI
5270 IFM=X THENPRINT@170," YOU FOUND";F;
5280 IFF=12THENPRINT@448," YOU FOUND
     THEM IN";T;"TRIES"
5290 IFF=12THENF=0:T=0:GOTO900
5300 IF M=X THENQ$=INKEY$:IFQ$="Y"THEN5064
5310 IF M=X THEN5300
5320 PRINT@448," WHICH DIRECTION? (N S E OR W)"
5322 IFJ$="Y"THENGOSUB500
5330 IFJ$="N"THEND$=INKEY$
5340 IFD$=""THEN5322
5350 IFR<2ANDD$="S"THENM=M+10:GOTO5090
5360 IF(R=3 ORR=0)ANDD$="N"THENM=M-10:
     GOTO5090
5370 IFR>1ANDD$="E"THENM=M+1:GOTO5090
5380 IF (R=1ORR=2)ANDD$="W"THENM=M-1:
     GOTO5090
5390 PRINT@448," YOU CAN'T GO THAT WAY
     JUST NOW"
5392 SOUND10,1
5400 TD=1000
5402 GOSUB400
5404 PRINT@448," "
5406 GOTO5320
```

The Great Commission Number Game

On the day that Jesus ascended into heaven, He said to His disciples, "Go ye into all the world and preach the gospel to every creature" (Mark 16:15). Jesus had established a group of followers who accepted Him as their Lord and Saviour and He called them His witnesses in the world so that more would accept Him as their Saviour and become a part of His church.

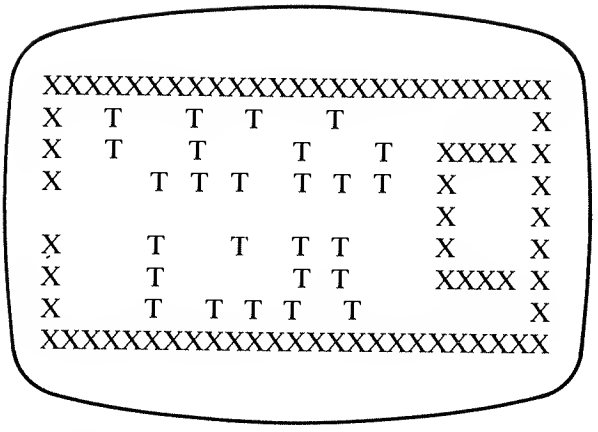
The book of Acts tells the story of how the church grew during the first century. Acts 2:47 says, "And the Lord added to the church daily such as should be saved."

HOW THE GAME PLAYS

After loading the game into the computer, to play the game you must type the word "RUN" and again press the "ENTER/RETURN" button.

The computer will ask you how challenging you want the game to be. You must type in a number from 0 to 25 and press the "ENTER" button. The higher the number you enter, the faster the church will grow and the more difficult the game will be.

The computer will draw a picture of a church sanctuary complete with rows of pews and a pulpit. It will then randomly choose a number of members that belong to the church. It will draw in the church sanctuary most of those members (remember that not all the members attend church every week).



The computer will ask you to guess how many members the church has (members are symbolized by a "T."). You must guess a number by typing it in and pressing the "ENTER" button. The computer will then tell if your guess was too low or too high. The computer will then add a few more members so that the correct number each time you guess will be slightly higher than it was on the previous guess. The object of the game is to be the player that guesses the correct number of members with the least number of guesses.

CHURCH GROWTH GAME
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 8,3;" CHURCH GROWTH GAME"
20 PRINT "GUESS THE NUMBER OF MEMBERS
    IN THIS GROWING CHURCH."
```

```
30 PRINT "HOW CHALLENGING? 0 (EASY) TO 25"
40 INPUT C
50 IF C>25 THEN GOTO 40
60 LET T=0
70 LET R=INT (RND*50)+50+C
80 LET M=R
90 CLS
100 FOR H=1 TO 30
110 PRINT AT 1,H;"X"
120 PRINT AT 19,H;"X"
130 NEXT H
140 FOR V=2 TO 18
150 PRINT AT V,1;"X"
160 PRINT AT V,30;"X"
170 NEXT V
180 PRINT AT 9,27;"(="
190 PRINT AT 10,27;"("
200 PRINT AT 11,27;"(="
210 PRINT AT 10,1;" "
220 PRINT AT 21,0;"   CHURCH IS GROWING   "
230 FOR I=1 TO R
240 LET H= INT (RND*12)*2+2
250 LET V= INT (RND*17)+2
260 IF V=10 THEN GOTO 250
270 PRINT AT V,H;"T"
280 NEXT I
290 PRINT AT 21,0;" GUESS NUMBER OF MEMBERS."
300 INPUT G
310 LET T=T+1
320 IF G=M THEN PRINT AT 21,0;M;" IS RIGHT
    ON ";T;" GUESSES"
330 IF G=M THEN GOTO 330
340 IF G>M THEN PRINT AT 21,0;" YOU GUESSED
    TOO MANY   "
350 IF G<M THEN PRINT AT 21,0;" YOU GUESSED
    TOO FEW    "
360 LET R=INT (RND*C)+2
```

```
370 LET M=M+R
380 GOTO 140
```

CHURCH GROWTH GAME
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 CALL SCREEN(10)
30 CALL COLOR(6,2,10)
40 CALL COLOR(7,2,10)
50 T=0
60 M=100
70 PRINT " BIBLE COMPUTER GAMES BY"
80 PRINT
90 PRINT "   ACCENT PUBLICATIONS"
100 FOR I=1 TO 6
110 PRINT
120 NEXT I
130 PRINT " USER AGREES NOT TO COPY"
140 PRINT " THIS SOFTWARE EXCEPT AS";
150 PRINT " PERMITTED IN THE SOFT- ";
160 PRINT " WARE LICENSE ON PAGE 2 ";
170 FOR I=1 TO 6
180 PRINT
190 NEXT I
200 DIM A(10,10)
210 PRINT "   PRESS ANY KEY TO BEGIN"
220 CALL KEY(0,K,S)
230 XX=XX+10
240 IF S=0 THEN 220
```

```
250 XX=XX+K
260 CALL CLEAR
270 GOTO 510
280 C=63
290 GOSUB 490
300 C=32
310 CALL KEY(0,K,S)
320 IF S=0 THEN 280
330 K=K-48
340 IF K<0 THEN 280
350 IF K>9 THEN 280
360 RETURN
370 CALL SOUND(100,294,2)
380 RETURN
390 GOSUB 490
400 C=62
410 GOSUB 490
420 C=32
430 CALL KEY(0,K,S)
440 IF S=0 THEN 390
450 K=K-64
460 IF K<1 THEN 390
470 IF K>26 THEN 390
480 RETURN
490 CALL HCHAR(V,H,C,1)
500 RETURN
510 PRINT "   ACCENT PUBLICATIONS"
520 FOR I=1 TO 5
530 PRINT
540 NEXT I
550 PRINT "     CHURCH GROWTH GAME"
560 FOR P=1 TO 11
570 PRINT
580 NEXT P
590 PRINT " GUESS THE NUMBER OF MEMBERS"
600 PRINT " IN THIS GROWING CHURCH"
610 PRINT " ENTER 1(EASY) TO 25(HARD)"
```

```
620 INPUT D
630 IF D<1 THEN 620
640 IF D>25 THEN 620
650 R=INT(RND*50)+50+C
660 M=M+R
670 CALL CLEAR
680 CALL SCREEN(3)
690 CALL COLOR(6,2,3)
700 PRINT "(100 is too low )"
710 PRINT "guess the number of members"
720 CALL COLOR(6,2,7)
730 FOR H=4 TO 30
740 V=3
750 C=79
760 GOSUB 490
770 V=21
780 GOSUB 490
790 NEXT H
800 FOR V=4 TO 20
810 H=4
820 GOSUB 490
830 H=30
840 GOSUB 490
850 NEXT V
860 FOR H=26 TO 28
870 V=10
880 GOSUB 490
890 V=14
900 GOSUB 490
910 NEXT H
920 FOR V=11 TO 13
930 H=26
940 GOSUB 490
950 NEXT V
960 C=32
970 FOR V=11 TO 13
980 H=4
```

```
990 GOSUB 490
1000 NEXT V
1010 CALL COLOR(7,16,13)
1020 CALL HCHAR(22,22,32,4)
1030 FOR I=1 TO R
1040 H=INT(RND*10)*2+5
1050 V=INT(RND*17)+4
1060 IF V=13 THEN 1050
1070 IF V=12 THEN 1050
1080 IF V=11 THEN 1050
1090 C=84
1100 GOSUB 490
1110 NEXT I
1120 G=0
1130 GOSUB 370
1140 FOR I=1 TO 3
1150 CALL KEY(0,K,S)
1160 CALL HCHAR(22,22,62)
1170 CALL HCHAR(22,26,60)
1180 CALL HCHAR(22,22,32)
1190 CALL HCHAR(22,26,32)
1200 IF S=0 THEN 1150
1210 K=K-48
1220 IF K<0 THEN 1150
1230 IF K>9 THEN 1230
1240 G=K+G*10
1250 CALL HCHAR(22,I+3,K+48)
1260 CALL HCHAR(22,I+22,K+48)
1270 FOR J=1 TO 100
1280 NEXT J
1290 NEXT I
1300 T=T+1
1310 IF G=M THEN 1500
1320 IF G>M THEN 1380
1330 CALL HCHAR(22,15,108)
1340 CALL HCHAR(22,16,111)
1350 CALL HCHAR(22,17,119)
```

```
1360 CALL HCHAR(22,18,32)
1370 GOTO 1420
1380 CALL HCHAR(22,15,104)
1390 CALL HCHAR(22,16,105)
1400 CALL HCHAR(22,17,103)
1410 CALL HCHAR(22,18,104)
1420 R=INT(RND*D)+1
1430 GOSUB 370
1440 M=M+R
1450 IF M<999 THEN 1470
1460 GOTO 1520
1470 FOR I=1 TO 1000
1480 NEXT I
1490 GOTO 1010
1500 CALL HCHAR(22,8,32,11)
1510 PRINT "  correct on";T;"guesses"
1520 FOR I=1 TO 4000
1530 NEXT I
1540 CALL CLEAR
1550 CALL COLOR(7,2,13)
1560 CALL COLOR(6,2,13)
1570 CALL SCREEN(13)
1580 IF M<999 THEN 1600
1590 PRINT "              GAME OVER"
1600 PRINT "PRESS 'Y' TO PLAY AGAIN"
1610 PRINT "PRESS 'N' TO QUIT"
1620 CALL KEY(0,K,S)
1630 IF K=89 THEN 10
1640 IF K<>78 THEN 1620
1650 END
```

CHURCH GROWTH GAME
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

(See page 20 for lines 10-990.)

```
4000 CLS3:GOSUB200
4010 PRINT@36," THE CHURCH GROWTH GAME ";
4020 PRINT@96," TRY TO GUESS THE NUMBER OF"
4022 PRINT" MEMBERS IN THIS GROWING
     CHURCH"
4030 PRINT@192,"":PRINT@192,"";
4034 INPUT" HOW HARD 1(EASY) TO 25";C
4050 IFC>25ORC<1THEN4030
4070 R=RND(50)+50+C
4080 M=R:CLS7:FORH=1TO30
4110 PRINT@H," ";
4120 PRINT@H+384," "
4122 SOUNDH*2+180,1
4130 NEXTH:FORV=1TO12:IFV=6THEN4160
4150 PRINT@V*32+1," ";
4152 SOUNDV*2+180,1
4160 PRINT@V*32+30," ";
4170 NEXTV
4180 PRINT@155,"    ";
4182 PRINT@187," ";
4190 PRINT@219," ";
4192 PRINT@251," ";
4200 PRINT@283,"    ";
4220 PRINT@481," THE CHURCH IS ADDING
     MEMBERS";
4230 TD=500:GOSUB400:FORI=1TOR
4240 H=RND(12)*2:SOUNDH*2+180,1
4260 V=RND(11):IFV=6THEN4260
4270 PRINT@V*32+H,"T";
```

```
4280 NEXTI:TD=500:GOSUB400
4290 PRINT@481,"GUESS NUMBER OF CHURCH
     MEMBERS";
4300 PRINT@470,"";:INPUTG:SOUNDT+1,1:T=T+1
4320 IFG=M THENPRINT@448,G;"IS THE
     CORRECT MEMBERSHIP"
4322 IFG=M THENSOUND190,5
4330 IFG=M THEN900
4340 IFG>M THENPRINT@448,G;"IS TOO MANY"
4350 IFG<M THENPRINT@448,G;"IS TOO FEW"
4360 R=RND(C)+2:M=M+R:GOSUB400:GOTO4220
```

Be Prepared for the Rapture

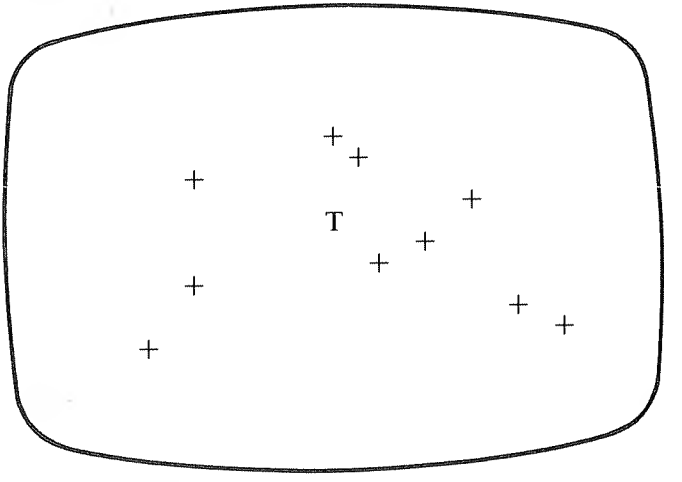
Jesus promised that He would come again to take us to be with Him in His Father's House (John 14). This is called "The Rapture," when the Lord Jesus Christ returns and takes those who have believed on Him, both dead and living, to be with Him. "The Rapture Game" is a reminder of both the hope of Christ's coming again for those who believe on Him and the duty He left with us of witnessing.

HOW THE GAME PLAYS

After loading the game into the computer, to play the game you must type the word "RUN" and again press the "ENTER/RETURN" button.

The computer will tell you to win people (symbolized by a "T") to the Lord by guessing their position on the game board. You must press the letter "Y" for "YES" when you are ready to play. The computer will then draw the game board on the screen. Remember a "T" in the upper left

corner of the screen will have a lower numbered position. A "T" in the lower right corner will have a higher numbered position.



The computer will then ask you to type in a number for the vertical position from 0 to 20. (Don't forget to press the "ENTER" button.) Next, the computer will ask for a horizontal position, 0 to 31. If the coordinates you typed in are correct, the "T" will alter its appearance and the computer will tell you that you guessed correctly. After two incorrect guesses the "T" will change its position. The object of this game is to be the player who witnesses to the most people before the Lord returns and raptures the Christians, thus ending the opportunity to witness.

THE RAPTURE GAME
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
 10 PRINT AT 10,6;"THE RAPTURE GAME"
 20 PRINT "WIN MEN (T) TO JESUS, GUESS
    THEIR LOCATION BEFORE YOU ARE
    RAPTURED (READY?)"
 30 LET X$=INKEY$
 40 IF X$<>"Y" THEN GOTO 30
 50 LET K=0
 60 LET U=0
 70 CLS
 80 GOSUB 310
 90 PRINT AT W,J;"T"
100 PRINT AT U,K;"?"
110 LET K=J
120 LET U=W
130 LET L=W*32+J
140 PRINT AT 21,0;"GUESS VERTICAL (0—20)  "
150 INPUT V
160 PRINT AT 21,0;"GUESS HORIZONTAL (0—31)"
170 INPUT H
180 PRINT AT V,H;"X"
190 LET G=V*32+H
200 IF G=L THEN PRINT AT 21,0;"YOU GUESSED
    RIGHT       "
210 IF G=L THEN GOTO 350
220 GOSUB 320
230 IF W=U THEN LET J=K
240 IF J=K THEN LET W=U
250 PRINT AT W,J;"?"
260 IF W=U THEN PRINT AT 21,0;
    "                          RAPTURE   "
270 IF W=U THEN GOTO 270
```

```
280 LET T=T+1
290 IF T=2 THEN GOTO 80
300 GOTO 140
310 LET T=0
320 LET W=INT (RND*19)
330 LET J=INT (RND*30)
340 RETURN
350 FOR I=1 TO 100
360 NEXT I
370 GOTO 80
```

THE RAPTURE GAME
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 CALL SCREEN(14)
30 PRINT " BIBLE COMPUTER GAMES BY"
40 PRINT
50 PRINT "   ACCENT PUBLICATIONS"
60 FOR I=1 TO 6
70 PRINT
80 NEXT I
90 PRINT " USER AGREES NOT TO COPY"
100 PRINT " THIS SOFTWARE EXCEPT AS";
110 PRINT " PERMITTED IN THE SOFT- ";
120 PRINT " WARE LICENSE ON PAGE 2 ";
130 FOR I=1 TO 6
140 PRINT
150 NEXT I
160 PRINT "   PRESS ANY KEY TO BEGIN"
```

```
170 CALL KEY(0,K,S)
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
220 GOTO 500
230 W=INT(RND*19)+1
240 J=INT(RND*24)+4
250 RETURN
260 C=63
270 GOSUB 480
280 C=32
290 CALL KEY(0,K,S)
300 IF S=0 THEN 260
310 K=K-48
320 IF K<0 THEN 260
330 IF K>9 THEN 260
340 RETURN
350 CALL SOUND(100,294,2)
360 SV=SV+1
370 GOTO 990
380 GOSUB 480
390 C=62
400 GOSUB 480
410 C=32
420 CALL KEY(0,K,S)
430 IF S=0 THEN 380
440 K=K-64
450 IF K<1 THEN 380
460 IF K>26 THEN 380
470 RETURN
480 CALL HCHAR(V,H,C,1)
490 RETURN
500 PRINT "    ACCENT PUBLICATIONS"
510 FOR I=1 TO 5
520 PRINT
530 NEXT I
```

```
540 PRINT "      THE RAPTURE GAME"
550 FOR P=1 TO 11
560 PRINT
570 NEXT P
580 RANDOMIZE XX
590 PRINT " WIN MEN (T) TO JESUS, GUESS"
600 PRINT " THEIR LOCATION BEFORE YOU"
610 PRINT " ARE RAPTURED -PRESS ANY KEY"
620 CALL KEY(0,K,S)
630 IF S=0 THEN 620
640 CALL CLEAR
650 CALL SCREEN(13)
660 PRINT "ENTER VERTICAL (A-U)"
670 PRINT "ENTER HORIZONTAL (A-Z)"
680 L=1
690 U=1
700 T=0
710 GOSUB 230
720 V=W
730 H=J
740 C=84
750 GOSUB 480
760 IF G=LO THEN 810
770 V=U
780 H=L
790 C=32
800 GOSUB 480
810 L=J
820 U=W
830 LO=W*40+J
840 H=17
850 V=22
860 GOSUB 380
870 IF K>21 THEN 860
880 VG=K
890 H=19
900 V=23
```

```
910 GOSUB 380
920 HG=K+3
930 H=HG
940 V=VG
950 C=89
960 GOSUB 480
970 G=VG*40+HG
980 IF G=LO THEN 350
990 IF G=LO THEN 1090
1000 GOSUB 230
1010 RP=INT(RND*(25-TR)+1)
1020 IF TR<10 THEN 1040
1030 IF RP=1 THEN 1120
1040 IF TR>20 THEN 1120
1050 T=T+1
1060 TR=TR+1
1070 IF T=2 THEN 700
1080 GOTO 840
1090 FOR I=1 TO 200
1100 NEXT I
1110 GOTO 700
1120 CALL CLEAR
1130 FOR J=1 TO 6
1140 CALL SCREEN(7)
1150 GOSUB 1390
1160 CALL SCREEN(6)
1170 GOSUB 1390
1180 NEXT J
1190 H=INT(RND*26)+4
1200 PRINT TAB(H);"Y"
1210 FOR I=1 TO 20+SV
1220 H=INT(RND*26)+4
1230 PRINT TAB(H);"Y"
1240 CALL SOUND(100,294,2)
1250 NEXT I
1260 FOR I=1 TO 30
1270 PRINT
```

```
1280 NEXT I
1290 PRINT " RAPTURE! YOU WITNESSED TO"
1300 PRINT SV;"OUT OF";TR;"TRIES."
1310 SV=0
1320 TR=0
1330 PRINT " PRESS 'Y' TO PLAY AGAIN"
1340 PRINT " PRESS 'N' TO QUIT"
1350 CALL KEY(0,K,S)
1360 IF K=89 THEN 10
1370 IF K<>78 THEN 1350
1380 END
1390 FOR I=1 TO 50
1400 NEXT I
1410 RETURN
```

THE RAPTURE GAME
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

(See page 20 for lines 10-990.)

```
8000 CLS3:GOSUB200
8010 PRINT@39," THE RAPTURE GAME ";
8020 PRINT@96," WITNESS TO PEOPLE ABOUT
     JESUS"
8032 PRINT" GUESS THEIR LOCATION BEFORE"
8034 PRINT" THE RAPTURE AND THE GAME
     ENDS"
8036 PRINT@300," READY? ";
8040 X$=INKEY$:IFX$<>"Y"THEN8040
8070 CLS:GOSUB8500
```

```
8072 FORI=0TO63
8074 SET(I,27,8):SET(I,26,8)
8076 SOUNDI*3+3,1
8078 SET(I,30,3):SET(I,31,3):NEXTI
8080 GOSUB8310
8090 PRINT@W*32+J,"T";
8100 PRINT@U*32+K," ";
8110 K=J
8120 U=W
8130 L=W*32+J
8140 PRINT@448," GUESS LOCATION (0-400) ";
8142 PRINT@471," "
8144 PRINT@471," ";
8150 INPUTG
8160 IFG>400THEN8142
8170 IFG<0THEN8142
8172 SOUND(INT(G/2)+2),1
8174 IFG=L THENSOUND230,3
8180 PRINT@G,"t";
8200 IFG=L THENPRINT@448,"    YOU GUESSED"
     ;G;"RIGHT "
8202 IFG=L THENB=B+1
8210 IFG=L THEN8350
8220 GOSUB8320
8240 IFJ=K THEN8370
8250 PRINT@W*32+J," ";
8270 A=A+1
8280 T=T+1
8290 IFT=3THEN8080
8300 GOTO8140
8310 T=0
8320 W=RND(11)
8330 J=RND(30)
8340 RETURN
8350 FORI=1TO500:NEXTI
8360 GOTO8080
8370 CLS8
```

```
8380 SOUND180,5
8400 CLS0
8410 GOSUB400
8420 CLS3
8430 SOUND200,10
8440 PRINT@172," RAPTURE! ";
8450 PRINT@320,"    OUT OF";A;"OPPORTUNITIES"
8460 PRINT"    YOU WITNESSED TO";B;"PEOPLE"
8470 A=0:B=0
8480 GOTO900
8500 FORI=1TO100
8510 R=RND(4)
8512 S=RND(207):SOUNDS,1:S=S*2
8514 IFR=1 THENPRINT@S,CHR$(129)CHR$(131)
     CHR$(131)CHR$(130);
8516 IFR=2THEN PRINT@S,CHR$(132)CHR$(140)
     CHR$(140)CHR$ (136);
8518 IFR=3THENPRINT@S,CHR$(129);:PRINT@S+32,
     CHR$(133);
8520 IFR=4THENPRINT@S,CHR$(138);:PRINT@S+32,
     CHR$(136);
8550 NEXTI:RETURN
```

Bible Books Scramble Games

The Bible books scramble games in this section are designed to be lessons for learning about the Bible more than for just being games to play. Of course, what makes them fun is that these Bible lesson games are played on a computer.

If these games are being played without supervision and the players are having a bit of difficulty with the answers, it is suggested that a Bible be used to look up the answers.

The games in this section require a basic knowledge of the Bible by either the player or the person supervising the use of the computer.

Bible Books Scramble Games
Timex/Sinclair

Because of the limitation of the memory in the Timex/Sinclair 2K computer, the books of the Bible have been divided into several games. If you have the 16K RAM module to attach to the computer to increase the memory, or if you are adapting this game to a computer with greater memory, you may prefer to combine these games together to have all the books of the Old Testament together and all the books of the New Testament together, or all the books of the Bible together.

Combining the games will require changing line 30 from its present reading of: 30 LET R=INT (RND*12+1) in the Old Testament Scramble Game to a higher random corresponding to the number of additional subroutines you add after line 300.

HOW THESE GAMES PLAY

After loading the game into the computer, to play the

game you must type the word "RUN" and again press the "ENTER/RETURN" button.

The computer will randomly choose a word which is the name of a book of the Bible with its spelling scrambled and will ask you to type in the correct spelling. After you type in the correct spelling, remember to press the "ENTER" button. The computer will not accept the answer unless it is correct.

In the Old Testament Scramble Games, I and II Samuel are treated as one word, "SAMUEL," as are also I and II Kings and I and II Chronicles. Song of Solomon is used as one word, "SONGOFSOLOMON."

Likewise, multiple books in the New Testament are treated as one word, "CORINTHIANS," "THESSALONIANS," "TIMOTHY," "PETER," and "JOHN."

OLD TESTAMENT SCRAMBLE GAME I
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;" O.T. SCRAMBLE I"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT A BIBLE BOOK"
30 LET R=INT (RND*12)+1
40 IF R= 1 THEN LET A$="SIGNEES"
50 IF R= 1 THEN LET B$="GENESIS"
60 IF R= 2 THEN LET A$="DUXOSE"
70 IF R= 2 THEN LET B$="EXODUS"
80 IF R= 3 THEN LET A$="CULVISITE"
90 IF R= 3 THEN LET B$="LEVITICUS"
100 IF R= 4 THEN LET A$="BUMRENS"
```

```
110 IF R= 4 THEN LET B$="NUMBERS"
120 IF R= 5 THEN LET A$="TREYMOUNODE"
130 IF R= 5 THEN LET B="DEUTERONOMY"
140 IF R= 6 THEN LET A$="SHOAJU"
150 IF R= 6 THEN LET B$="JOSHUA"
160 IF R= 7 THEN LET A$="SGEDUJ"
170 IF R= 7 THEN LET B$="JUDGES"
180 IF R= 8 THEN LET A$="THRU"
190 IF R= 8 THEN LET B$="RUTH"
200 IF R= 9 THEN LET A$="ELMASU"
210 IF R= 9 THEN LET B$="SAMUEL"
220 IF R= 10 THEN LET A$="GSINK"
230 IF R= 10 THEN LET B$="KINGS"
240 IF R= 11 THEN LET A$="SCLENCHIOR"
250 IF R= 11 THEN LET B$="CHRONICLES"
260 IF R= 12 THEN LET A$="RAZE"
270 IF R= 12 THEN LET B$="EZRA"
280 PRINT AT 6,6;A$
290 INPUT Q$
300 IF Q$<>B$ THEN GOTO 290
310 PRINT AT 8,6;B$
320 PRINT AT 10,0;"ANOTHER BOOK?"
330 LET Q$=INKEY$
340 IF Q$<>"Y" THEN GOTO 330
350 CLS
360 GOTO 10
```

OLD TESTAMENT SCRAMBLE GAME II
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;" O.T. SCRAMBLE II"
```

```
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT A BIBLE BOOK"
30 LET R=INT (RND*12)+1
40 IF R= 1 THEN LET A$="HENMAINE"
50 IF R= 1 THEN LET B$="NEHEMIAH"
60 IF R= 2 THEN LET A$="THREES"
70 IF R= 2 THEN LET B$="ESTHER"
80 IF R= 3 THEN LET A$="BJO"
90 IF R= 3 THEN LET B$="JOB"
100 IF R= 4 THEN LET A$="PLASSM"
110 IF R= 4 THEN LET B$="PSALMS"
120 IF R= 5 THEN LET A$="SPORBREV"
130 IF R= 5 THEN LET B$="PROVERBS"
140 IF R= 6 THEN LET A$="ASTLESISECEC"
150 IF R= 6 THEN LET B$="ECCLESIASTES"
160 IF R= 7 THEN LET A$="MOSOSFONONGOL"
170 IF R= 7 THEN LET B$="SONGOFSOLOMON"
180 IF R= 8 THEN LET A$="AHISAI"
190 IF R= 8 THEN LET B$="ISAIAH"
200 IF R= 9 THEN LET A$="MAJERHIE"
210 IF R= 9 THEN LET B$="JEREMIAH"
220 IF R= 10 THEN LET A$="SNOLITANTAME"
230 IF R= 10 THEN LET B$="LAMENTATIONS"
240 IF R= 11 THEN LET A$="LEEKIZE"
250 IF R= 11 THEN LET B$="EZEKIEL"
260 IF R= 12 THEN LET A$="ALINDE"
270 IF R= 12 THEN LET B$="DANIEL"
280 PRINT AT 6,6;A$
290 INPUT Q$
300 IF Q$<>B$ THEN GOTO 290
310 PRINT AT 8,6;B$
320 PRINT AT 10,0;"ANOTHER BOOK?"
330 LET Q$=INKEY$
340 IF Q$<>"Y" THEN GOTO 330
350 CLS
360 GOTO 10
```

OLD TESTAMENT SCRAMBLE GAME III
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;" O.T. SCRAMBLE III"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT A BIBLE BOOK"
30 LET R=INT (RND*12)+1
40 IF R= 1 THEN LET A$="ASHEO"
50 IF R= 1 THEN LET B$="HOSEA"
60 IF R= 2 THEN LET A$="LEJO"
70 IF R= 2 THEN LET B$="JOEL"
80 IF R= 3 THEN LET A$="SOMA"
90 IF R= 3 THEN LET B$="AMOS"
100 IF R= 4 THEN LET A$="DOABHIA"
110 IF R= 4 THEN LET B$="OBADIAH"
120 IF R= 5 THEN LET A$="HONJA"
130 IF R= 5 THEN LET B$="JONAH"
140 IF R= 6 THEN LET A$="AMICH"
150 IF R= 6 THEN LET B$="MICAH"
160 IF R= 7 THEN LET A$="MANHU"
170 IF R= 7 THEN LET B$="NAHUM"
180 IF R= 8 THEN LET A$="KABUKKAH"
190 IF R= 8 THEN LET B$="HABAKKUK"
200 IF R= 9 THEN LET A$="PHANHAIZE"
210 IF R= 9 THEN LET B$="ZEPHANIAH"
220 IF R= 10 THEN LET A$="GAGIAH"
230 IF R= 10 THEN LET B$="HAGGAI"
240 IF R= 11 THEN LET A$="CHAIRHAZE"
250 IF R= 11 THEN LET B$="ZECHARIAH"
260 IF R= 12 THEN LET A$="LAMICHA"
270 IF R= 12 THEN LET B$="MALACHI"
280 PRINT AT 6,6;A$
290 INPUT Q$
300 IF Q$<>B$ THEN GOTO 290
```

```
310 PRINT AT 8,6;B$
320 PRINT AT 10,0;"ANOTHER BOOK?"
330 LET Q$=INKEY$
340 IF Q$<>"Y" THEN GOTO 330
350 CLS
360 GOTO 10
```

NEW TESTAMENT SCRAMBLE GAME I
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;" N.T. SCRAMBLE I"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT A BIBLE BOOK"
30 LET R=INT (RND*11)+1
40 IF R= 1 THEN LET A$="TEMWHAT"
50 IF R= 1 THEN LET B$="MATTHEW"
60 IF R= 2 THEN LET A$="KRAM"
70 IF R= 2 THEN LET B$="MARK"
80 IF R= 3 THEN LET A$="KULE"
90 IF R= 3 THEN LET B$="LUKE"
100 IF R= 4 THEN LET A$="NOJH"
110 IF R= 4 THEN LET B$="JOHN"
120 IF R= 5 THEN LET A$="SCAT"
130 IF R= 5 THEN LET B$="ACTS"
140 IF R= 6 THEN LET A$="MOSRAN"
150 IF R= 6 THEN LET B$="ROMANS"
160 IF R= 7 THEN LET AS="SNACHIRONTI"
170 IF R= 7 THEN LET B$="CORINTHIANS
180 IF R= 8 THEN LET A$="LAGANITAS"
190 IF R= 8 THEN LET B$="GALATIANS"
```

```
200 IF R= 9 THEN LET A$="SEPHEANIS"
210 IF R= 9 THEN LET B$="EPHESIANS"
220 IF R= 10 THEN LET A$="SNIPPILHIPA"
230 IF R= 10 THEN LET B$="PHILIPPIANS"
240 IF R= 11 THEN LET A$="SNOLIOSCAS"
250 IF R= 11 THEN LET B$="COLOSSIANS"
260 PRINT AT 6,6;A$
270 INPUT Q$
280 IF Q$<>B$ THENN GOTO 270
290 PRINT AT 8,6;B$
300 PRINT AT 10,0;"ANOTHER BOOK?"
310 LET Q$=INKEY$
320 IF Q$<>"Y" THEN GOTO 310
330 CLS
340 GOTO 10
```

NEW TESTAMENT SCRAMBLE GAME II
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;" N.T. SCRAMBLE II"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUR A BIBLE BOOK"
30 LET R=INT (RND*10)+1
40 IF R= 1 THEN LET A$="NOLASHTIANESS"
50 IF R= 1 THEN LET B$="THESSALONIANS"
60 IF R= 2 THEN LET A$="HOYTIHM"
70 IF R= 2 THEN LET B$="TIMOTHY"
80 IF R= 3 THEN LET A$="TUITS"
90 IF R= 3 THEN LET B$="TITUS"
100 IF R= 4 THEN LET A$="MILPHONE"
```

```
110 IF R= 4 THEN LET B$="PHILEMON"
120 IF R= 5 THEN LET A$="SHERBEW"
130 IF R= 5 THEN LET B$="HEBREWS"
140 IF R= 6 THEN LET A$="SMAJE"
150 IF R= 6 THEN LET B$="JAMES"
160 IF R= 7 THEN LET A$="PREET"
170 IF R= 7 THEN LET B$="PETER"
180 IF R= 8 THEN LET A$="NOJH"
190 IF R= 8 THEN LET B$="JOHN"
200 IF R= 9 THEN LET A$="DEUJ"
210 IF R= 9 THEN LET B$="JUDE"
220 IF R= 10 THEN LET A$="LEVERAINOT"
230 IF R= 10 THEN LET B$="REVELATION"
240 PRINT AT 6,6;A$
250 INPUT Q$
260 IF Q$<>B$ THEN GOTO 250
270 PRINT AT 8,6;B$
280 PRINT AT 10,0;"ANOTHER BOOK?"
290 LET Q=INKEY
300 IF Q$<>"Y" THEN GOTO 290
310 CLS
320 GOTO 10
```

OLD TESTAMENT BIBLE BOOKS GAME
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 PRINT " BIBLE COMPUTER GAMES BY"
30 PRINT
40 PRINT "   ACCENT PUBLICATIONS"
```

```
50 FOR I=1 TO 6
60 PRINT
70 NEXT I
80 PRINT " USER AGREES NOT TO COPY"
100 PRINT " THIS SOFTWARE EXCEPT AS";
110 PRINT " PERMITTED IN THE SOFT- ";
120 PRINT " WARE LICENSE ON PAGE 2 ";
120 FOR I=1 TO 6
130 PRINT
140 NEXT I
150 DIM A$(2,29)
160 PRINT "      PRESS ANY KEY"
170 CALL KEY(0,K,S)
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
220 GOTO 270
230 S=INT(RND*19)+2
240 RETURN
250 CALL SOUND(100,294,2)
260 RETURN
270 PRINT "   ACCENT PUBLICATIONS"
280 FOR I=1 TO 5
290 PRINT
300 NEXT I
310 PRINT " OLD TESTAMENT BIBLE BOOKS"
320 FOR P=1 TO 5
330 PRINT
340 NEXT P
350 RANDOMIZE XX
360 PRINT " COMPUTER HAS CHOSEN AN"
370 PRINT " O. T. BOOK FROM THE BIBLE"
380 PRINT " YOU MUST GUESS THE BOOK"
390 PRINT " BY UNSCRAMBLING THE LETTERS"
400 PRINT " YOU MUST ALSO GUESS THE"
410 PRINT " PRECEEDING AND FOLLOWING"
```

```
420 PRINT " BOOKS. TREAT SONGOFSOLOMON"
430 PRINT " AS ONE WORD AND BOOKS LIKE"
440 PRINT " I&II KINGS AS JUST KINGS"
450 PRINT
460 PRINT " PRESS ANY KEY TO PLAY"
470 CALL KEY(0,K,S)
480 IF S=0 THEN 470
490 FOR I=1 TO 2
500 FOR J=1 TO 29
510 READ A$(I,J)
520 NEXT J
530 NEXT I
540 CALL CLEAR
550 SC=SC+3
560 IF SC<15 THEN 580
570 SC=SC-11
580 CALL SCREEN(SC)
590 GOSUB 230
600 GOSUB 250
610 PRINT " UNSCRAMBLE THE NAME:"
620 PRINT
630 PRINT "      ";
640 PRINT A$(1,S)
650 PRINT
660 PRINT "      ";
670 INPUT G$
680 PRINT
690 IF G$=A$(2,S)THEN 730
700 PRINT " INCORRECT, TRY AGAIN"
710 PRINT
720 GOTO 610
730 PRINT " CORRECT, NOW GUESS THE"
740 PRINT " PRECEEDING BOOK:"
750 PRINT
760 PRINT "      ";
770 INPUT Q$
780 PRINT
```

```
790 IF Q$=A$(2,S-1)THEN 850
800 PRINT " INCORRECT, UNSCRAMBLE IT:"
810 PRINT "      ";
820 PRINT A$(1,S-1)
830 PRINT
840 GOTO 750
850 PRINT " CORRECT, NOW GUESS THE"
860 PRINT " FOLLOWING BOOK:"
870 PRINT
880 INPUT Q$
890 PRINT
900 IF Q$=A$(2,S+1)THEN 950
910 PRINT " INCORRECT, UNSCRAMBLE IT:"
920 PRINT "      ";
930 PRINT A$(1,S+1)
940 GOTO 870
950 PRINT " CORRECT, NOW SHARE WITH"
960 PRINT " THE OTHER PLAYERS THE"
970 PRINT " IMPORTANT ROLE IN THE BIBLE"
980 PRINT " THAT ";A$(2,S);" HAS."
990 FOR I=1 TO 5000
1000 NEXT I
1010 FOR I=1 TO 8
1020 PRINT
1030 NEXT I
1040 PRINT " ENTER 'Y' TO PLAY AGAIN"
1050 INPUT Y$
1060 IF Y$="Y" THEN 540
1070 DATA SIGNEES,DUXOSE,CULVISITE,
     BUMRENS,TREYMOUNODE
1080 DATA SHOAJU,SGEDUJ,THRU,ELMASU,GSINK,
     SCLENCHIOR
1090 DATA RAZE,HENMAIHE,THREES,BOJ,PLASSM,
     SPORBERV
1100 DATA ASTLESISECEC,MOOOOOSSFNNGL,
     AHISIA,MAJERHIE
1110 DATA SNOLITANTAME,LEEKIZE,ALINDE,
```

```
    KABUKKAH
1120 DATA PHANHAIZE,GAGIAH,CHAIRHAZE,
    LAMICHA
1130 DATA GENESIS,EXODUS,LEVITICUS,
    NUMBERS,DEUTERONOMY
1140 DATA JOSHUA,JUDGES,RUTH,SAMUEL,KINGS,
    CHRONICLES
1150 DATA EZRA,NEHEMIAH,ESTHER,JOB,PSALMS,
    PROVERBS
1160 DATA ECCLESIASTES,SONGOFSOLOMON,
    ISAIAH,JEREMIAH
1170 DATA LAMENTATIONS,EZEKIEL,DANIEL,
    HABAKKUK
1180 DATA ZEPHANIAH,HAGGAI,ZECHARIAH,
    MALACHI
```

NEW TESTAMENT BOOKS GAME
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 PRINT " BIBLE COMPUTER GAMES BY"
30 PRINT
40 PRINT "   ACCENT PUBLICATIONS"
50 FOR I=1 TO 6
60 PRINT
70 NEXT I
80 PRINT " USER AGREES NOT TO COPY"
90 PRINT " THIS SOFTWARE EXCEPT AS";
100 PRINT " PERMITTED IN THE SOFT- ";
```

```
110 PRINT " WARE LICENSE ON PAGE 2      ";
120 FOR I=1 TO 6
130 PRINT
140 NEXT I
150 DIM A$(2,21)
160 PRINT "      PRESS ANY KEY"
170 CALL KEY(0,K,S)
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
220 GOTO 290
230 S=INT(RND*27)+2
240 IF S=4 THEN 230
250 IF S=19 THEN 230
260 RETURN
270 CALL SOUND(100,294,2)
280 RETURN
290 PRINT "   ACCENT PUBLICATIONS"
300 FOR I=1 TO 5
310 PRINT
320 NEXT I
330 PRINT " NEW TESTAMENT BIBLE BOOKS"
340 FOR P=1 TO 5
350 PRINT
360 NEXT P
370 RANDOMIZE XX
380 PRINT " COMPUTER HAS CHOSEN A"
390 PRINT " N. T. BOOK FROM THE BIBLE"
400 PRINT " YOU MUST GUESS THE BOOK"
410 PRINT " BY UNSCRAMBLING THE LETTERS"
420 PRINT " YOU MUST ALSO GUESS THE"
430 PRINT " PRECEEDING AND FOLLOWING"
440 PRINT " BOOKS. TREAT ALL MULTIPLE"
450 PRINT " BOOKS AS ONE (BOOKS LIKE"
460 PRINT " I&II PETER AS JUST PETER)"
470 PRINT
480 PRINT " PRESS ANY KEY TO PLAY"
```

```
490 CALL KEY(0,K,S)
500 IF S=0 THEN 490
510 FOR I=1 TO 2
520 FOR J=1 TO 21
530 READ A$(I,J)
540 NEXT J
550 NEXT I
560 CALL CLEAR
570 SC=SC+3
580 IF SC<15 THEN 600
590 SC=SC-11
600 CALL SCREEN(SC)
610 GOSUB 230
620 GOSUB 270
630 PRINT " UNSCRAMBLE THE BOOK:"
640 PRINT
650 PRINT "      ";
660 PRINT A$(1,S)
670 PRINT
680 PRINT "      ";
690 INPUT G$
700 PRINT
710 IF G$=A$(2,S)THEN 750
720 PRINT " INCORRECT, TRY AGAIN"
730 PRINT
740 GOTO 630
750 PRINT " CORRECT, NOW GUESS THE"
760 PRINT " PRECEEDING BOOK:"
770 PRINT
780 PRINT "      ";
790 INPUT Q$
800 PRINT
810 IF Q$=A$(2,S-1)THEN 870
820 PRINT " INCORRECT, UNSCRAMBLE IT:"
830 PRINT "      ";
840 PRINT A$(1,S-1)
850 PRINT
```

```
860 GOTO 770
870 PRINT " CORRECT, NOW GUESS THE"
880 PRINT " FOLLOWING BOOK:"
890 PRINT
900 INPUT Q$
910 PRINT
920 IF Q$=A$(2,S+1)THEN 970
930 PRINT " INCORRECT, UNSCRAMBLE IT:"
940 PRINT "      ";
950 PRINT A$(1,S+1)
960 GOTO 890
970 PRINT " CORRECT, NOW SHARE WITH"
980 PRINT " THE OTHER PLAYERS THE"
990 PRINT " IMPORTANT ROLE IN THE BIBLE"
1000 PRINT " THAT ";A$(2,S);" HAS."
1010 FOR I=1 TO 5000
1020 NEXT I
1030 FOR I=1 TO 8
1040 PRINT
1050 NEXT I
1060 PRINT " ENTER 'Y' TO PLAY AGAIN"
1070 INPUT Y$
1080 IF Y$="Y" THEN 560
1090 DATA TEMWHAT,KRAM,KULE,NOJH,SCAT,
     MOSRAN,SNACHIRONTI,LAGANITAS
1100 DATA SEPHEANIS,SNIPLIPHIPA,SNOLIOSCAS,
     NOLASHTIANESS,HOYTIHM
1110 DATA TUITS,MILPHONE,SHEWERB,SMAJE,
     PREET,NOJH,DUEJ,LEVERAINOT
1120 DATA MATTHEW,MARK,LUKE,JOHN,ACTS,
     ROMANS,CORINTHIANS,GALATIANS
1130 DATA EPHESIANS,PHILIPPIANS,COLOSSIANS,
     THESSALONIANS,TIMOTHY
1140 DATA TITUS,PHILEMON,HEBREWS,JAMES,
     PETER,JOHN,JUDE,REVELATION
```

BIBLE BOOKS SCRAMBLE GAME
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 GOSUB100
20 PRINT@69," BIBLE BOOKS SCRAMBLE          ";
22 PRINT@163," ACCENT PUBLICATIONS          ";
28 PRINT@291," USER AGREES NOT TO COPY      ";
30 PRINT@323," THIS SOFTWARE EXCEPT AS      ";
32 PRINT@355," PERMITTED IN THE SOFT-       ";
34 PRINT@387," WARE LICENSE ON PAGE 2       ";
38 GOSUB410
40 IFQ<>0THENGOSUB100:GOTO3024
80 PRINT@450," DO YOU NEED INSTRUCTIONS? ";
82 TD=400:GOSUB400
84 PRINT@450," do you need instructions? ";
86 GOSUB400:Q$=INKEY$:IFQ$=""THEN80
88 Q=ASC(Q$):IFQ$="N"ORQ$="Y"THEN220
90 GOTO80
92 GOTO220
94 PRINT@420," ARE YOU READY TO BEGIN? ";
95 GOSUB400
96 PRINT@420," are you ready to begin? ";
97 GOSUB400
98 Q$=INKEY$:IFQ$="Y"THENRETURNELSE94
100 CLS(3)
110 FORHH=0TO63
120 SET(HH,0,1)
130 SET(HH,31,1)
132 NEXT
140 FORVV=0TO31
150 SET(0,VV,1)
160 SET(63,VV,1)
170 NEXT:RETURN
200 R=RND(RR):RETURN
```

```
210 CH=CH+1
212 PRINT"PRESS";CH;"IF YOU WANT TO PLAY:"
214 RETURN
220 CLS:GOSUB100
230 GOTO3000
400 FORII=1TOTD:NEXTII:RETURN
410 DIMA$(5,37):DIMB$(16):DIMP$(30)
411 A$(1,0)="NONE ":A$(1,37)="MATTHEW "
412 A$(2,0)="MALACHI ":A$(2,22)="NONE "
420 FORI=1TO2
430 FORJ=1TO36
432 IFI=2ANDJ>21THEN450
440 READA$(I,J)
450 NEXTJ
460 NEXTI
470 RETURN
500 SOUND100,30:RETURN
510 PRINT@386," GUESS A LETTER FROM A TO Z ";
512 P$=INKEY$:Y=Y+1
513 IFY=1000THENGOSUB500:Y=1:W=W+1000
514 IFP$=""THEN512
515 W=W+Y:Y=0
516 P=ASC(P$)
518 IFP<65ORP>90THEN512
520 P$(L)=P$:IFL=0THEN570
522 FORI=L TO1 STEP-1
524 IFP$=P$(I-1)THENW=W+5000:GOTO510
526 NEXTI
570 PRINT@453+L,P$;
571 SOUND100,1
572 L=L+1:RETURN
580 FORI=1TO18
582 B$(I)=MID$(R$,I,1)
584 IFB$(I)=" "THEN588
586 NEXTI
588 R$=LEFT$(R$,I-1):RETURN
1100 R=RND(36)
```

```
1101 R$=A$(1,R-1):GOSUB580
1102 X$=R$
1103 R$=A$(1,R+1):GOSUB580
1104 Z$=R$
1105 R$=A$(1,R):GOSUB580
1114 IFQ=89THENCLS:GOSUB100
1118 N=I-1
1120 GOSUB510
1138 FORI=1TON
1140 IFP$=B$(I)THENPRINT@104+M,P$;:M=M+1
1141 IFP$=B$(I)THENSOUND180,1
1142 IFM=N THENSOUND180,5:GOTO1200
1144 NEXTI
1190 GOTO1120
1200 PRINT@256,""
1202 PRINT@384," GUESS THE NAME OF THE BOOK"
1220 PRINT@262,"";
1230 INPUTH$
1240 IFH$=R$THENSOUND180,5ELSESOUND100,5
1250 IFH$=R$THEN1300
1260 IFH$<>R$THEN1200
1300 PRINT@224,""
1302 PRINT@352," GUESS THE PREVIOUS BOOK"
1304 PRINT@230,"";
1306 INPUTH$
1308 W=W+5000
1309 IFH$=X$THENSOUND180,5ELSESOUND100,5
1310 IFH$=X$THEN1400ELSE1300
1400 PRINT@288,""
1402 PRINT@416," GUESS THE FOLLOWING BOOK"
1410 PRINT@294,"";
1420 INPUTH$
1422 W=W+10000
1424 IFH$=Z$THENSOUND180,5ELSESOUND100,5
1430 IFH$=Z$THEN1500ELSE1400
1440 GOTO1400
1500 CLS3
```

```
1510 PRINT@73," YOU DID IT ";
1512 PRINT@98,"                                ";
1514 W=INT(W/10)
1518 PRINT@99,"YOUR SCORE IS:";W;
1519 GOSUB110
1534 TD=1000:GOSUB400:CLEAR
1536 PRINT@162,"                                ";
1538 Q=1
1540 PRINT@130,"DO YOU WANT TO PLAY AGAIN?";
1541 Z$=INKEY$
1542 TD=400:GOSUB400
1544 PRINT@130,"do you want to play again?";
1546 GOSUB400
1560 IFZ$="Y"THEN10
1570 IFZ$="N"THENCLS3ELSE1540
1580 GOTO1580
1600 DATAPGENESIS ","EXODUS ","LEVITICUS "
1602 DATA"NUMBERS ","DEUTERONOMY "
1604 DATA"JOSHUA ","JUDGES ","RUTH ",
     "SAMUEL "
1605 DATA"KINGS ","CHRONICLES ","EZRA "
1606 DATA"NEHEMIAH ","ESTHER ","JOB "
1607 DATA"PSALMS ","PROVERBS "
1608 DATA"ECCLESIASTES ","SONGOFSOLOMON "
1610 DATA"ISAIAH ","JEREMIAH ",
     "LAMENTATIONS "
1612 DATA"EZEKIEL ","DANIEL ","HOSEA ","JOEL "
1614 DATA"AMOS ","OBADIAH ","JONAH ","MICAH "
1616 DATA"NAHUM ","HABAKKUK ","ZEPHANIAH "
1618 DATA"HAGGAI ","ZECHARIAH ","MALACHI "
1620 DATA"MATTHEW ","MARK ","LUKE ","JOHN "
1622 DATA"ACTS ","ROMANS ","CORINTHIANS "
1624 DATA"GALATIANS ","EPHESIANS ",
     "PHILIPPIANS "
1626 DATA"COLOSSIANS ","THESSALONIANS ",
     "TIMOTHY "
1628 DATA"TITUS ","PHILEMON ","HEBREWS ",
```

```
    "JAMES "
1630 DATA"PETER ","JOHN ","JUDE ",
    "REVELATION "
2008 PRINT" THE CORRECT LETTERS, TYPE THE"
2010 PRINT"CORRECT SPELLING, AND NAME THE"
2012 PRINT"BOOK FOUND BEFORE AND AFTER IT"
2016 PRINT"CONSIDER 1 AND 2 CORINTHIANS AS"
2018 PRINT" CORINTHIANS, 1, 2, &3 JOHN AS"
2020 PRINT" JOHN, ALSO PETER, TIMOTHY ETC."
2022 GOTO3020
2100 R=RND(21)
2102 IFR=4THEN2100
2104 IFR=19THEN2100
2106 A$(2,22)="NONE "
2107 R$=A$(2,R-1):GOSUB580
2108 X$=R$
2110 R$=A$(2,R+1):GOSUB580
2112 Z$=R$
2114 R$=A$(2,R):GOSUB580
2116 GOTO1114
3000 IFQ<>89THEN3024
3002 PRINT@69," BIBLE BOOKS SCRAMBLE ";
3004 PRINT@160," THE COMPUTER HAS CHOSEN
    A BOOK"
3006 PRINT" FROM OUT OF THE BIBLE. GUESS"
3008 GOTO2008
3020 PRINT"SPELL SONGOFSOLOMON AS 1 WORD"
3022 TD=9000:GOSUB400
3024 R=RND(2)
3026 IFR=1THEN2100
3028 GOTO1100
```

Bible People, Places and Words Scramble Games

The next group of games contains names of people, places, and words of important meanings. Again, if you are using a computer or an adaptor with more than 2K memory, you may want to combine these games into a fewer number of games with more words in each game.

Another alternative is to change the games to question and answer type games. To do this you must change line 20 to: 20 PRINT AT 4,0;"ANSWER THE FOLLOWING QUESTION":. Also change the lines with the scrambled words to questions. For example, change line 40 from: 40 IF R=1 THEN LET A$="ULAMES" to: 40 IF R=1 THEN LET A$="WHAT NAME DID HANNAH GIVE TO HER SON?"

HOW THE GAMES PLAY

After loading the game into the computer, to play the game you must type the word "RUN" and again press the "ENTER/RETURN" button.

The computer will randomly choose a name of a person or place or a word of important meaning and scramble it up. You must unscramble the word and type it correctly. If you use the alternate games with questions, the computer will randomly choose a question for you to answer in one word. You must type in a one word answer.

BIBLE CHARACTERS SCRAMBLE GAME I
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"BIBLE CHARACTER SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT A BIBLE CHARACTER"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="JELAHI"
50 IF R= 1 THEN LET B$="ELIJAH"
60 IF R= 2 THEN LET A$="RASHA"
70 IF R= 2 THEN LET B$="SARAH"
80 IF R= 3 THEN LET A$="TONNAJAH"
90 IF R= 3 THEN LET B$="JONATHAN"
100 IF R= 4 THEN LET A$="ALCHER"
110 IF R= 4 THEN LET B$="RACHEL"
120 IF R= 5 THEN LET A$="BOJAC"
130 IF R= 5 THEN LET B$="JACOB"
140 IF R= 6 THEN LET A$="RASHDACH"
150 IF R= 6 THEN LET B$="SHADRACH"
160 IF R= 7 THEN LET A$="OSSEM"
170 IF R= 7 THEN LET B$="MOSES"
180 IF R= 8 THEN LET A$="THIOLAG"
190 IF R= 8 THEN LET B$="GOLIATH"
200 IF R= 9 THEN LET A$="MYTTOIH"
210 IF R= 9 THEN LET B$="TIMOTHY"
220 IF R= 10 THEN LET A$="SMUDECOIN"
230 IF R= 10 THEN LET B$="NICODEMUS"
240 IF R= 11 THEN LET A$="SMAJE"
250 IF R= 11 THEN LET B$="JAMES"
260 IF R= 12 THEN LET A$="IMNOSE"
270 IF R= 12 THEN LET B$="SIMEON"
280 IF R= 13 THEN LET A$="BEEEZED"
```

```
290 IF R= 13 THEN LET B$="ZEBEDEE"
300 IF R= 14 THEN LET A$="SMOATH"
310 IF R= 14 THEN LET B$="THOMAS"
320 IF R= 15 THEN LET A$="CHAPASAI"
330 IF R= 15 THEN LET B$="CAIAPHAS"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER NAME?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO 10
```

BIBLE CHARACTERS SCRAMBLE GAME II
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"BIBLE CHARACTER SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT A BIBLE CHARACTER"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="ULAMES"
50 IF R= 1 THEN LET B$="SAMUEL"
60 IF R= 2 THEN LET A$="HAROBED"
70 IF R= 2 THEN LET B$="DEBORAH"
80 IF R= 3 THEN LET A$="RESAIL"
90 IF R= 3 THEN LET B$="ISRAEL"
100 IF R= 4 THEN LET A$="BUNEER"
```

```
110 IF R= 4 THEN LET B$="REUBEN"
120 IF R= 5 THEN LET A$="CAISA"
130 IF R= 5 THEN LET B$="ISAAC"
140 IF R= 6 THEN LET A$="SHAMECH"
150 IF R= 6 THEN LET B$="MESHACH"
160 IF R= 7 THEN LET A$="ANORA"
170 IF R= 7 THEN LET B$="AARON"
180 IF R= 8 THEN LET A$="SEUJS"
190 IF R= 8 THEN LET B$="JESUS"
200 IF R= 9 THEN LET A$="ROOMTABLEWH"
210 IF R= 9 THEN LET B$="BARTHOLOMEW"
220 IF R= 10 THEN LET A$="SEHEBALIT"
230 IF R= 10 THEN LET B$="ELISABETH"
240 IF R= 11 THEN LET A$="PREET"
250 IF R= 11 THEN LET B$="PETER"
260 IF R= 12 THEN LET A$="LARGEBI"
270 IF R= 12 THEN LET B$="GABRIEL"
280 IF R= 13 THEN LET A$="WARDEN"
290 IF R= 13 THEN LET B$="ANDREW"
300 IF R= 14 THEN LET A$="DOHER"
310 IF R= 14 THEN LET B$="HEROD"
320 IF R= 15 THEN LET A$="APTILE"
330 IF R= 15 THEN LET B$="PILATE"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER NAME?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO 10
```

BIBLE CHARACTERS OF THE OLD TESTAMENT
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"O.T. CHARACTER SCRAMBLE"
20 PRINT AT 4,0;' UNSCRAMBLE THE LETTERS
   AND SPELL OUT A BIBLE CHARACTER"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="JELAHI"
50 IF R= 1 THEN LET B$="ELIJAH"
60 IF R= 2 THEN LET A$="ULAMES"
70 IF R= 2 THEN LET B$="SAMUEL"
80 IF R= 3 THEN LET A$="RASHA"
90 IF R= 3 THEN LET B$="SARAH"
100 IF R= 4 THEN LET A$="HAROBED"
110 IF R= 4 THEN LET B$="DEBORAH"
120 IF R= 5 THEN LET A$="TONNAJAH"
130 IF R= 5 THEN LET B$="JONATHAN"
140 IF R= 6 THEN LET A$="RESAIL"
150 IF R= 6 THEN LET B$="ISRAEL"
160 IF R= 7 THEN LET A$="ALCHER"
170 IF R= 7 THEN LET B$="RACHEL"
180 IF R= 8 THEN LET A$="BUNEER"
190 IF R= 8 THEN LET B$="REUBEN"
200 IF R= 9 THEN LET A$="ROJAC"
210 IF R= 9 THEN LET B$="JACOB"
220 IF R= 10 THEN LET A$="CAISA"
230 IF R= 10 THEN LET B$="ISAAC"
240 IF R= 11 THEN LET A$="RASHDACH"
250 IF R= 11 THEN LET B$="SHADRACH"
260 IF R= 12 THEN LET A$="SHAMECH"
270 IF R= 12 THEN LET B$="MECHACH"
280 IF R= 13 THEN LET A$="OSSEM"
290 IF R= 13 THEN LET B$="MOSES"
```

```
300 IF R= 14 THEN LET A$="ANORA"
310 IF R= 14 THEN LET B$="AARON"
320 IF R= 15 THEN LET A$="THIOLAG"
330 IF R= 15 THEN LET B$="GOLIATH"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER NAME?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO 10
```

BIBLE CHARACTERS OF THE NEW TESTAMENT
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"N.T. CHARACTER SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT A BIBLE CHARACTER"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="SEUJS"
50 IF R= 1 THEN LET B$="JESUS"
60 IF R= 2 THEN LET A$="MYTTOIH"
70 IF R= 2 THEN LET B$="TIMOTHY"
80 IF R= 3 THEN LET A$="ROOMTABLEWH"
90 IF R= 3 THEN LET B$="BARTHOLOMEW"
100 IF R= 4 THEN LET A$="SMUDECOIN"
```

```
110 IF R= 4 THEN LET B$="NICODEMUS"
120 IF R= 5 THEN LET A$="SEHEBALIT"
130 IF R= 5 THEN LET B$="ELISABETH"
140 IF R= 6 THEN LET A$="SMAJE"
150 IF R= 6 THEN LET B$="JAMES"
160 IF R= 7 THEN LET A$="PREET"
170 IF R= 7 THEN LET B$="PETER"
180 IF R= 8 THEN LET A$="IMNOSE"
190 IF R= 8 THEN LET B$="SIMEON"
200 IF R= 9 THEN LET A$="LARGEBI"
210 IF R= 9 THEN LET B$="GABRIEL"
220 IF R= 10 THEN LET A$="BEEEZED"
230 IF R= 10 THEN LET B$="ZEBEDEE"
240 IF R= 11 THEN LET A$="WARDEN"
250 IF R= 11 THEN LET B$="ANDREW"
260 IF R= 12 THEN LET A$="SMOATH"
270 IF R= 12 THEN LET B$="THOMAS"
280 IF R= 13 THEN LET A$="DOHER"
290 IF R= 13 THEN LET B$="HEROD"
300 IF R= 14 THEN LET A$="CHAPASAI"
310 IF R= 14 THEN LET B$="CAIAPHAS"
320 IF R= 15 THEN LET A$="APTILE"
330 IF R= 15 THEN LET B$="PILATE"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER NAME?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO 10
```

OLD TESTAMENT PERSONALITIES GAME
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 PRINT " BIBLE COMPUTER GAMES BY"
30 PRINT
40 PRINT "   ACCENT PUBLICATIONS"
50 FOR I=1 TO 6
60 PRINT
70 NEXT I
80 PRINT " USER AGREES NOT TO COPY"
90 PRINT " THIS SOFTWARE EXCEPT AS";
100 PRINT " PERMITTED IN THE SOFT- ";
110 PRINT " WARE LICENSE ON PAGE 2 ";
120 FOR I=1 TO 6
130 PRINT
140 NEXT I
150 DIM A$(2,20)
160 PRINT "      PRESS ANY KEY"
170 CALL KEY(0,K,S)
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
220 GOTO 270
230 S=INT(RND*20)+1
240 RETURN
250 CALL SOUND(100,294,2)
260 RETURN
270 PRINT "   ACCENT PUBLICATIONS"
280 FOR I=1 TO 5
290 PRINT
300 NEXT I
```

```
310 PRINT " OLD TESTAMENT PERSONALITIES"
320 FOR P=1 TO 5
330 PRINT
340 NEXT P
350 RANDOMIZE XX
360 PRINT " COMPUTER HAS CHOSEN A"
370 PRINT " PERSON FROM THE BIBLE"
380 PRINT " YOU MUST GUESS THE PERSON"
390 PRINT " BY UNSCRAMBLING THE LETTERS"
400 PRINT " YOU MUST ALSO SHARE WITH"
410 PRINT " THE OTHER PLAYERS THIS"
420 PRINT " PERSON'S IMPORTANCE"
430 PRINT
440 PRINT " PRESS ANY KEY TO PLAY"
450 CALL KEY(0,K,S)
460 IF S=0 THEN 450
470 FOR I=1 TO 2
480 FOR J=1 TO 20
490 READ A$(I,J)
500 NEXT J
510 NEXT I
520 CALL CLEAR
530 SC=SC+3
540 IF SC<17 THEN 560
550 SC=SC-11
560 CALL SCREEN(SC)
570 GOSUB 230
580 GOSUB 250
590 PRINT " UNSCRAMBLE THE NAME:"
600 PRINT
610 PRINT "      ";
620 PRINT A$(1,S)
630 PRINT
640 PRINT "      ";
650 INPUT G$
660 PRINT
670 IF G$=A$(2,S)THEN 710
680 PRINT " INCORRECT, TRY AGAIN"
```

```
690 PRINT
700 GOTO 590
710 PRINT " CORRECT, NOW SHARE WITH"
720 PRINT " THE OTHER PLAYERS THE"
730 PRINT " IMPORTANT ROLE IN THE BIBLE"
740 PRINT " THAT ";A$(2,S);" HAS."
750 FOR I=1 TO 5000
760 NEXT I
770 FOR I=1 TO 8
780 PRINT
790 NEXT I
800 PRINT " ENTER 'Y' TO PLAY AGAIN"
810 INPUT Y$
820 IF Y$="Y" THEN 520
830 DATA DGO,HONA,HAMRABA,COJAB,PHESOH,
    DINOGE,ELUAMS
840 DATA VIDDA,JAHIEL,ROANA,KIZAHEHE,
    ELRASI,NOTANJAH
850 DATA NICA,ELBA,AASCI,BOREDAH,RHAAS,
    SEMSO,ELNADI
860 DATA GOD,NOAH,ABRAHAM,JACOB,JOSEPH,
    GIDEON,SAMUEL
870 DATA DAVID,ELIJAH,AARON,HEZEKIAH,
    ISRAEL,JONATHAN
880 DATA CAIN,ABEL,ISAAC,DEBORAH,SARAH,
    MOSES,DANIEL
```

NEW TESTAMENT PERSONALITIES GAME
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 PRINT " BIBLE COMPUTER GAMES BY"
30 PRINT
40 PRINT "   ACCENT PUBLICATIONS"
50 FOR I=1 TO 6
60 PRINT
70 NEXT I
80 PRINT " USER AGREES NOT TO COPY"
90 PRINT " THIS SOFTWARE EXCEPT AS";
100 PRINT " PERMITTED IN THE SOFT- ";
110 PRINT " WARE LICENSE ON PAGE 2 ";
120 FOR I=1 TO 6
130 PRINT
140 NEXT I
150 DIM A$(2,20)
160 PRINT "      PRESS ANY KEY TO BEGIN"
170 CALL KEY(0,K,S)
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
220 GOTO 270
230 S=INT(RND*20)+1
240 RETURN
250 CALL SOUND(100,294,2)
260 RETURN
270 PRINT "   ACCENT PUBLICATIONS"
280 FOR I=1 TO 5
290 PRINT
300 NEXT I
```

```
310 PRINT " NEW TESTAMENT PERSONALITIES"
320 FOR P=1 TO 5
330 PRINT
340 NEXT P
350 RANDOMIZE XX
360 PRINT " COMPUTER HAS CHOSEN A"
370 PRINT " PERSON FROM THE BIBLE"
380 PRINT " YOU MUST GUESS THE PERSON"
390 PRINT " BY UNSCRAMBLING THE LETTERS"
400 PRINT " YOU MUST ALSO SHARE WITH"
410 PRINT " THE OTHER PLAYERS THIS"
420 PRINT " PERSON'S IMPORTANCE"
430 PRINT
440 PRINT " PRESS ANY KEY TO PLAY"
450 CALL KEY(0,K,S)
460 IF S=0 THEN 450
470 FOR I=1 TO 2
480 FOR J=1 TO 20
490 READ A$(I,J)
500 NEXT J
510 NEXT I
520 CALL CLEAR
530 SC=SC+3
540 IF SC<15 THEN 560
550 SC=SC-11
560 CALL SCREEN(SC)
570 GOSUB 230
580 GOSUB 250
590 PRINT " UNSCRAMBLE THE NAME:"
600 PRINT
610 PRINT "      ";
620 PRINT A$(1,S)
630 PRINT
640 PRINT "      ";
650 INPUT G$
660 PRINT
670 IF G$=A$(2,S)THEN 710
```

```
680 PRINT " INCORRECT, TRY AGAIN"
690 PRINT
700 GOTO 590
710 PRINT " CORRECT, NOW SHARE WITH"
720 PRINT " THE OTHER PLAYERS THE"
730 PRINT " IMPORTANT ROLE IN THE BIBLE"
740 PRINT " THAT ";A$(2,S);" HAS."
750 FOR I=1 TO 5000
760 NEXT I
770 FOR I=1 TO 8
780 PRINT
790 NEXT I
800 PRINT " ENTER 'Y' TO PLAY AGAIN"
810 INPUT Y$
820 IF Y$="Y" THEN 520
830 DATA SEUJS,MYTTOIH,ROOMTABLEWH,
    SMUDECOIN,APTILE,NOJH
840 DATA SEHEBALIT,SMAJE,PREET,IMNOSE,
    LARGEBI,TAMWHET,DGO
850 DATA BEEEZED,WARDEN,SMOATH,DOHER,
    CHAPASAI,TUITS,KRAM
860 DATA JESUS,TIMOTHY,BARTHOLOMEW,
    NICODEMUS,PILATE,JOHN
870 DATA ELISABETH,JAMES,PETER,SIMEON,
    GABRIEL,MATTHEW,GOD
880 DATA ZEBEDEE,ANDREW,THOMAS,HEROD,
    CAIAPHAS,TITUS,MARK
```

BIBLE CHARACTERS SCRAMBLE
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 GOSUB100
20 PRINT@65," BIBLE CHARACTERS SCRAMBLE "
22 PRINT@163,"     ACCENT PUBLICATIONS     ";
22 PRINT@163," ACCENT PUBLICATIONS         ";
28 PRINT@291," USER AGREES NOT TO COPY     ";
30 PRINT@323," THIS SOFTWARE EXCEPT AS     ";
32 PRINT@355," PERMITTED IN THE SOFT-      ";
34 PRINT@387," WARE LICENSE ON PAGE 2      ";
38 GOSUB410
40 IFQ<>0THENGOSUB100:GOTO4100
80 PRINT@450," DO YOU NEED INSTRUCTIONS? ";
82 TD=400:GOSUB400
84 PRINT@450," do you need instructions? ";
86 GOSUB400:Q$=INKEY$:IFQ=""THEN80
88 Q=ASC(Q$):IFQ$="N"ORQ$="Y"THEN220
90 GOTO80
92 GOTO220
94 PRINT@420,"  ARE YOU READY TO BEGIN?  ";
95 GOSUB400
96 PRINT@420,"  are you ready to begin?  ";
97 GOSUB400
98 Q$=INKEY$:IFQ$="Y"THENRETURNELSE94
100 CLS(3)
110 FORHH=0TO63
120 SET(HH,0,1)
130 SET(HH,31,1)
132 NEXT
140 FORVV=0TO31
150 SET(0,VV,1)
160 SET(63,VV,1)
170 NEXT:RETURN
200 R=RND(RR):RETURN
210 CH=CH+1
212 PRINT"PRESS";CH;"IF YOU WANT TO PLAY:"
214 RETURN
220 CLS:GOSUB100
230 GOTO4000
400 FORII=1TOTD:NEXTII:RETURN
```

```
410 DIMA$(5,37):DIMB$(16):DIMP$(30)
420 I=3
430 FORJ=1TO36
440 READA$(I,J)
450 NEXTJ
470 RETURN
500 SOUND100,30:RETURN
510 PRINT@386," GUESS A LETTER FROM A TO Z";
512 P$=INKEY$:Y=Y+1
513 IFY=1000THENGOSUB500:Y=1:W=W+1000
514 IFP$=""THEN512
515 W=W+Y:Y=0
516 P=ASC(P$)
518 IFP<65ORP>90THEN512
520 P$(L)=P$:IFL=0THEN570
522 FORI=L TO1 STEP-1
524 IFP$=P$(I-1)THENW=W+5000:GOTO510
526 NEXTI
570 PRINT@453+L,P$;
571 SOUND100,1
572 L=L+1:RETURN
580 FORI=1TO18
582 B$(I)=MID$(R$,I,1)
584 IFB$(I)=" "THEN588
586 NEXTI
588 R$=LEFT$(R$,I-1):RETURN
1114 IFQ=89THENCLS:GOSUB100
1118 N=I-1
1120 GOSUB510
1138 FORI=1TON
1140 IFP$=B$(I)THENPRINT@104+M,P$;:M=M+1
1141 IFP$=B$(I)THENSOUND180,1
1142 IFM=N THENSOUND180,5:GOTO1200
1144 NEXTI
1190 GOTO1120
1200 PRINT@256,""
1202 PRINT@384," GUESS THE NAME OF THE
```

```
    PERSON"
1220 PRINT@262,"";
1230 INPUTH$
1240 IFH$=R$THENSOUND180,5ELSESOUND100,5
1260 IFH$<>R$THEN1200
1270 PRINT"  SHARE THE IMPORTANCE OF"
1280 PRINT"  ";R$;"  WITH THE OTHERS"
1290 TD=5000:GOSUB400
1300 DATA"GOD ","JESUS ","NOAH ","ABRAHAM "
1310 DATA"JACOB ","JOSEPH ","GIDEON "
1320 DATA"DAVID ","ELIJAH ","ELISHA "
1330 DATA"AARON ","HEZEKIAH ","JONATHAN "
1340 DATA"ISAAC ","DEBORAH ","SARAH ","MARY "
1350 DATA"ELIZABETH ","MARTHA ","JUDAS "
1360 DATA"SILAS ","NICODEMUS ","PHILIP ",
    "MICHAEL "
1370 DATA"SIMON ","PILATE ","CAESAR ",
    "APOLLOS "
1380 DATA"BARTHOLOMEW ","BARNABAS ",
    "HEROD "
1500 CLS3
1510 PRINT@73,"  YOU DID IT  ";
1512 PRINT@98,"                                    ";
1514 W=INT(W/10)
1518 PRINT@99,"YOUR SCORE IS:";W;
1519 GOSUB110
1534 TD=1000:GOSUB400:CLEAR
1536 PRINT@162,"      ";
1538 Q=1
1540 PRINT@130," DO YOU WANT TO PLAY
    AGAIN?";
1541 Z$=INKEY$
1542 TD=400:GOSUB400
1544 PRINT@130," do you want to play again?";
1546 GOSUB400
1560 IFZ$="Y"THEN10
1570 IFZ$="N"THENCLS3ELSE1540
```

```
1580 GOTO1580
1620 DATA"MATTHEW ","MARK ","LUKE ","JOHN "
1622 DATA"TIMOTHY ","TITUS ","PHILEMON ",
     "JAMES "
4000 IFQ<>89THEN4100
4002 PRINT@68," BIBLE PEOPLE SCRAMBLE ";
4004 PRINT@160," THE COMPUTER HAS CHOSEN
     A NAME"
4006 PRINT" FROM OUT OF THE BIBLE. GUESS"
4008 PRINT" CORRECT LETTERS AND TYPE
     NAME"
4009 PRINT" SHARE WITH THE OTHER PLAYERS"
4010 PRINT" WHY THIS PERSON IS IMPORTANT"
4018 TD=5000:GOSUB400
4100 R=RND(36)
4102 R$=A$(3,R)
4104 GOSUB580
4106 GOTO1114
```

BIBLE LOCATIONS SCRAMBLE GAME
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"BIBLE LOCATIONS SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT A BIBLE LOCATION"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="NANOBLE"
50 IF R= 1 THEN LET B$="LEBANON"
60 IF R= 2 THEN LET A$="TAARRA"
```

```
70 IF R= 2 THEN LET B$="ARARAT"
80 IF R= 3 THEN LET A$="SHONGE"
90 IF R= 3 THEN LET B$="GOSHEN"
100 IF R= 4 THEN LET A$="MALCER"
110 IF R= 4 THEN LET B$="CARMEL"
120 IF R= 5 THEN LET A$="LAGGIL"
130 IF R= 5 THEN LET B$="GILGAL"
140 IF R= 6 THEN LET A$="NEEVAH"
150 IF R= 6 THEN LET B$="HEAVEN"
160 IF R= 7 THEN LET A$="LEMARUJAS"
170 IF R= 7 THEN LET B$="JERUSALEM"
180 IF R= 8 THEN LET A$="DASSIR"
190 IF R= 8 THEN LET B$="SARDIS"
200 IF R= 9 THEN LET A$="HOLISH"
210 IF R= 9 THEN LET B$="SHILOH"
220 IF R= 10 THEN LET A$="LEILAGE"
230 IF R= 10 THEN LET B$="GALILEE"
240 IF R= 11 THEN LET A$="VENHINE"
250 IF R= 11 THEN LET B$="NINEVEH"
260 IF R= 12 THEN LET A$="ANIOLABBY"
270 IF R= 12 THEN LET B$="BABYLONIA"
280 IF R= 13 THEN LET A$="USTARS"
290 IF R= 13 THEN LET B$="TARSUS"
300 IF R= 14 THEN LET A$="LADAPHHILIPE"
310 IF R= 14 THEN LET B$="PHILADELPHIA"
320 IF R= 15 THEN LET A$="TOCHINA"
330 IF R= 15 THEN LET B$="ANTIOCH"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER PLACE?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO390
410 CLS
420 GOTO10
```

BIBLE GEOGRAPHY GAME
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 PRINT " BIBLE COMPUTER GAMES BY"
30 PRINT
40 PRINT "   ACCENT PUBLICATIONS"
50 FOR I=1 TO 6
60 PRINT
70 NEXT I
80 PRINT " USER AGREES NOT TO COPY "
90 PRINT " THIS SOFTWARE EXCEPT AS  "
100 PRINT " PERMITTED IN THE SOFT-  "
110 PRINT " WARE LICENSE ON PAGE 2  "
120 FOR I=1 TO 6
130 PRINT
140 NEXT I
150 DIM A$(2,20)
160 PRINT "      PRESS ANY KEY"
170 CALL KEY(0,K,S)
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
220 GOTO 270
230 S=INT(RND*20)+1
240 RETURN
250 CALL SOUND(100,294,2)
260 RETURN
270 PRINT "   ACCENT PUBLICATIONS"
280 FOR I=1 TO 5
290 PRINT
300 NEXT I
310 PRINT "   BIBLE GEOGRAPHY GAME"
```

```
320 FOR P=1 TO 5
330 PRINT
340 NEXT P
350 RANDOMIZE XX
360 PRINT " COMPUTER HAS CHOSEN A"
370 PRINT " LOCATION FROM THE BIBLE"
380 PRINT " YOU MUST GUESS THE LOCATION"
390 PRINT " BY UNSCRAMBLING THE LETTERS"
400 PRINT " YOU MUST ALSO SHARE WITH"
410 PRINT " THE OTHER PLAYERS THIS"
420 PRINT " LOCATION'S IMPORTANCE"
430 PRINT
440 PRINT " PRESS ANY KEY TO PLAY"
450 CALL KEY(0,K,S)
460 IF S=0 THEN 450
470 FOR I=1 TO 2
480 FOR J=1 TO 20
490 READ A$(I,J)
500 NEXT J
510 NEXT I
520 CALL CLEAR
530 SC=SC+3
540 IF SC<15 THEN 560
550 SC=SC-11
560 CALL SCREEN(SC)
570 GOSUB 230
580 GOSUB 250
590 PRINT " UNSCRAMBLE THE NAME:"
600 PRINT
610 PRINT "      ";
620 PRINT A$(1,S)
630 PRINT
640 PRINT "      ";
650 INPUT G$
660 PRINT
670 IF G$=A$(2,S)THEN 710
680 PRINT " INCORRECT, TRY AGAIN"
690 PRINT
```

```
700 GOTO 590
710 PRINT " CORRECT, NOW SHARE WITH"
720 PRINT " THE OTHER PLAYERS THE"
730 PRINT " IMPORTANT ROLE IN THE BIBLE"
740 PRINT " THAT ";A$(2,S);" HAS."
750 FOR I=1 TO 5000
760 NEXT I
770 FOR I=1 TO 8
780 PRINT
790 NEXT I
800 PRINT " ENTER 'Y' TO PLAY AGAIN"
810 INPUT Y$
820 IF Y$="Y" THEN 520
830 DATA NANOBLE,TRAARA,SHONGE,MALCER,
    LAGGIL,USTARS,RINTOCH
840 DATA NEEVAH,LEMARUJAS,DASSIR,HOLISH,
    LAPADHILIPEH,GETPY,MORE
850 DATA LEILAGE,VENHINE,ANIOLABBY,
    JANDOR,TOCHINA,AMASIRA
860 DATA LEBANON,ARARAT,GOSHEN,CARMEL,
    GILGAL,TARSUS,CORINTH
870 DATA HEAVEN,JERUSALEM,SARDIS,SHILOH,
    PHILADELPHIA,EGYPT,ROME
880 DATA GALILEE,NINEVEH,BABYLONIA,
    JORDAN,ANTIOCH,SAMARIA
```

BIBLE LOCATIONS SCRAMBLE
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 GOSUB100
```

```
20 PRINT@65,"  BIBLE LOCATIONS SCRAMBLE  "
22 PRINT@163," ACCENT PUBLICATIONS          ";
22 PRINT@163," ACCENT PUBLICATIONS          ";
28 PRINT@291," USER AGREES NOT TO COPY      ";
30 PRINT@323," THIS SOFTWARE EXCEPT AS      ";
32 PRINT@355," PERMITTED IN THE SOFT-       ";
34 PRINT@387," WARE LICENSE ON PAGE 2       ";
38 GOSUB410
40 IFQ<>0THENGOSUB100:GOTO5100
80 PRINT@450,"  DO YOU NEED INSTRUCTIONS?  ";
82 TD=400:GOSUB400
84 PRINT@450,"        do you need instructions?        ";
86 GOSUB400:Q$=INKEY$:IFQ=""THEN80
88 Q=ASC(Q$):IFQ$="N"ORQ$="Y"THEN220
90 GOTO80
92 GOTO220
94 PRINT@420,"    ARE YOU READY TO BEGIN?    ";
95 GOSUB400
96 PRINT@420,"          are you ready to begin?          ";
97 GOSUB400
98 Q$=INKEY$:IFQ="Y"THENRETURNELSE94
100 CLS(3)
110 FORHH=0TO63
120 SET(HH,0,1)
130 SET(HH,31,1)
132 NEXT
140 FORVV=0TO31
150 SET(0,VV,1)
160 SET(63,VV,1)
170 NEXT:RETURN
200 R=RND(RR):RETURN
210 CH=CH+1
212 PRINT"PRESS";CH;"IF YOU WANT TO PLAY:"
214 RETURN
220 CLS:GOSUB100
230 GOTO5000
400 FORII=1TOTD:NEXTII:RETURN
410 DIMA$(5,37):DIMB$(16):DIMP$(30)
```

```
420 I=4
430 FORJ=1TO36
440 READA$(I,J)
450 NEXTJ
470 RETURN
500 SOUND100,30:RETURN
510 PRINT@386,"  GUESS A LETTER FROM A TO Z  ";
512 P$=INKEY$:Y=Y+1
513 IFY=1000THENGOSUB500:Y=1:W=W+1000
514 IFP$=""THEN512
515 W=W+Y:Y=0
516 P=ASC(P$)
518 IFP<65ORP>90THEN512
520 P$(L)=P$:IFL=0THEN570
522 FORI=L TO1 STEP-1
524 IFP$=P$(I-1)THENW=W+5000:GOTO510
526 NEXTI
570 PRINT@453+L,P$;
571 SOUND100,1
572 L=L+1:RETURN
580 FORI=1TO18
582 B$(I)=MID$(R$,I,1)
584 IFB$(I)="  "THEN588
586 NEXTI
588 R$=LEFT$(R$,I-1):RETURN
1114 IFQ=89THENCLS:GOSUB100
1118 N=I-1
1120 GOSUB510
1138 FORI=1TON
1140 IFP$=B$(I)THENPRINT@104+M,P$;:M=M+1
1141 IFP$=B$(I)THENSOUND180,1
1142 IFM=N THENSOUND180,5:GOTO1200
1144 NEXTI
1190 GOTO1120
1200 PRINT@256,""
1202 PRINT@385,"GUESS THE NAME OF THE
     LOCATION"
```

```
1220 PRINT@262,"";
1230 INPUTH$
1240 IFH$=R$THENSOUND180,5ELSESOUND100,5
1260 IFH$<>R$THEN1200
1270 PRINT"  SHARE THE IMPORTANCE OF"
1280 PRINT" ";R$;" WITH THE OTHERS"
1290 TD=5000:GOSUB400
1300 DATA"BETHLEHEM ","BETHANY ","EMMAUS "
1310 DATA"JERICHO ","SODOM ","SAMARIA "
1320 DATA"NAZARETH ","CAPERNAUM ","ROME "
1330 DATA"HEBRON ","ANTIOCH ",
     "PHILADELPHIA "
1340 DATA"TYRE ","TARSUS ","JUDEA ","EDEN "
1350 DATA"BABYLONIA ","EGYPT ","NINEVEH "
1360 DATA"GALILEE ","MACEDONIA  ","SHILOH "
1370 DATA"SARDIS ","ZION ","JERUSALEM "
1380 DATA"HEAVEN ","GILGAL ","CARMEL "
1390 DATA"SINAI ","GOSHEN ","ARARAT ",
     "MOAB "
1400 DATA"LEBANON ","NEBO ","GOLGOTHA ",
     "CALVARY "
1500 CLS3
1510 PRINT@73,"  YOU DID IT ";
1512 PRINT@98,"                                ";
1514 W=INT(W/10)
1518 PRINT@99,"YOUR SCORE IS:";W;
1519 GOSUB110
1534 TD=1000:GOSUB400;CLEAR
1536 PRINT@162,"                                ";
1538 Q=1
1540 PRINT@130," DO YOU WANT TO PLAY AGAIN ";
1541 Z$=INKEY$
1542 TD=400:GOSUB400
1544 PRINT@130,"      do you want to play again?      ";
1546 GOSUB400
1560 IFZ$="Y"THEN10
1570 IFZ$="N"THENCLS3ELSE1540
1580 GOTO1580
```

```
5000 IFQ<>89THEN5100
5002 PRINT@68," BIBLE PLACES SCRAMBLE ";
5004 PRINT@160," COMPUTER HAS CHOSEN A
     LOCATION"
5006 PRINT" FOUND IN THE BIBLE. GUESS
     THE"
5008 PRINT" CORRECT LETTERS, TYPE THE
     WORD"
5010 PRINT" AND SHARE WITH OTHER
     PLAYERS"
5012 PRINT" WHY THE LOCATION IS
     IMPORTANT"
5018 TD=5000:GOSUB400
5100 R=RND(36)
5102 R$=A$(4,R)
5104 GOSUB580
5106 GOTO1114
```

BIBLE VOCABULARY SCRAMBLE GAME I Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"BIBLE VOCABULARY SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT AN IMPORTANT BIBLE
   WORD"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="THIRGTHIRB"
50 IF R= 1 THEN LET B$="BIRTHRIGHT"
```

```
60 IF R= 2 THEN LET A$="PIMSTAB"
70 IF R= 2 THEN LET B$="BAPTISM"
80 IF R= 3 THEN LET A$="NEUGASGOY"
90 IF R= 3 THEN LET B$="SYNAGOGUE"
100 IF R= 4 THEN LET A$="ONETENTMA"
110 IF R= 4 THEN LET B$="ATONEMENT"
120 IF R= 5 THEN LET A$="MAILMORT"
130 IF R= 5 THEN LET B$="IMMORTAL"
140 IF R= 6 THEN LET A$="NASTIRICH"
150 IF R= 6 THEN LET B$="CHRISTIAN"
160 IF R= 7 THEN LET A$="FOREVESINGS"
170 IF R= 7 THEN LET B$="FORGIVENESS"
180 IF R= 8 THEN LET A$="NANOBLE"
190 IF R= 8 THEN LET B$="LEBANON"
200 IF R= 9 THEN LET A$="SHONGE"
210 IF R= 9 THEN LET B$="GOSHEN"
220 IF R= 10 THEN LET A$="LAGGIL"
230 IF R= 10 THEN LET B$="GILGAL"
240 IF R= 11 THEN LET A$="LEMARUJAS"
250 IF R= 11 THEN LET B$="JERUSALEM"
260 IF R= 12 THEN LET A$="HOLISH"
270 IF R= 12 THEN LET B$="SHILOH"
280 IF R= 13 THEN LET A$="VENHINE"
290 IF R= 13 THEN LET B$="NINEVEH"
300 IF R= 14 THEN LET A$="USTARS"
310 IF R= 14 THEN LET B$="TARSUS"
320 IF R= 15 THEN LET A$="TOCHINA"
330 IF R= 15 THEN LET B$="ANTIOCH"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER WORD?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO10
```

BIBLE VOCABULARY SCRAMBLE GAME II
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"BIBLE VOCABULARY SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT AN IMPORTANT BIBLE
   WORD"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="GNSSSIBLE"
50 IF R= 1 THEN LET B$="BLESSINGS"
60 IF R= 2 THEN LET A$="ETHAR"
70 IF R= 2 THEN LET B$="HEART"
80 IF R= 3 THEN LET A$="AUVISOR"
90 IF R= 3 THEN LET B$="SAVIOUR"
100 IF R= 4 THEN LET A$="RICHTAY"
110 IF R= 4 THEN LET B$="CHARITY"
120 IF R= 5 THEN LET A$="PLEMET"
130 IF R= 5 THEN LET B$="TEMPLE"
140 IF R= 6 THEN LET A$="SHONGE"
150 IF R= 6 THEN LET B$="GOSHEN"
160 IF R= 7 THEN LET A$="NEEVAH"
170 IF R= 7 THEN LET B$="HEAVEN"
180 IF R= 8 THEN LET A$="HOLISH"
190 IF R= 8 THEN LET B$="SHILOH"
200 IF R= 9 THEN LET A$="ANIOLABBY"
210 IF R= 9 THEN LET B$="BABYLONIA"
220 IF R= 10 THEN LET A$="TOCHINA"
230 IF R= 10 THEN LET B$="ANTIOCH"
240 IF R= 11 THEN LET A$="RASHA"
250 IF R= 11 THEN LET B$="SARAH"
260 IF R= 12 THEN LET A$="RESAIL"
270 IF R= 12 THEN LET B$="ISRAEL"
280 IF R= 13 THEN LET A$="BOJAC"
```

```
290 IF R= 13 THEN LET B$="JACOB"
300 IF R= 14 THEN LET A$="SHAMECH"
310 IF R= 14 THEN LET B$="MESHACH"
320 IF R= 15 THEN LET A$="THIOLAG"
330 IF R= 15 THEN LET B$="GOLIATH"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER WORD?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO 10
```

BIBLE VOCABULARY SCRAMBLE GAME III
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"BIBLE VOCABULARY SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT AN IMPORTANT BIBLE
   WORD"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="ELANTER"
50 IF R= 1 THEN LET B$="ETERNAL"
60 IF R= 2 THEN LET A$="LOUSEAZ"
70 IF R= 2 THEN LET B$="ZEALOUS"
80 IF R= 3 THEN LET A$="CREMY"
```

```
90 IF R= 3 THEN LET B$="MERCY"
100 IF R= 4 THEN LET A$="JOERICH"
110 IF R= 4 THEN LET B$="JERICHO"
120 IF R= 5 THEN LET A$="MALCER"
130 IF R= 5 THEN LET B$="CARMEL"
140 IF R= 6 THEN LET A$="DASSIR"
150 IF R= 6 THEN LET B$="SARDIS"
160 IF R= 7 THEN LET A$="MISSUONE"
170 IF R= 7 THEN LET B$="ONESIMUS"
180 IF R= 8 THEN LET A$="JELAHI"
190 IF R= 8 THEN LET B$="ELIJAH"
200 IF R= 9 THEN LET A$="TONNAJAH"
210 IF R= 9 THEN LET B$="JONATHAN"
220 IF R= 10 THEN LET A$="BOJAC"
230 IF R= 10 THEN LET B$="JACOB"
240 IF R= 11 THEN LET A$="OSSEM"
250 IF R= 11 THEN LET B$="MOSES"
260 IF R= 12 THEN LET A$="MYTTOIH"
270 IF R= 12 THEN LET B$="TIMOTHY"
280 IF R= 13 THEN LET A$="SMAJE"
290 IF R= 13 THEN LET B$="JAMES"
300 IF R= 14 THEN LET A$="BEEEZED"
310 IF R= 14 THEN LET B$="ZEBEDEE"
320 IF R= 15 THEN LET A$="CHAPASAI"
330 IF R= 15 THEN LET B$="CAIAPHAS"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER WORD?"
390 LET Q$<>INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO 10
```

BIBLE VOCABULARY SCRAMBLE GAME IV
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"BIBLE VOCABULARY SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT AN IMPORTANT BIBLE
   WORD"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="THIRGTHIRB"
50 IF R= 1 THEN LET B$="BIRTHRIGHT"
60 IF R= 2 THEN LET A$="NEUGASGOY"
70 IF R= 2 THEN LET B$="SYNAGOGUE"
80 IF R= 3 THEN LET A$="MAILMORT"
90 IF R= 3 THEN LET B$="IMMORTAL"
100 IF R= 4 THEN LET A$="FOREVESINGS"
110 IF R= 4 THEN LET B$="FORGIVENESS"
120 IF R= 5 THEN LET A$="SHONGE"
130 IF R= 5 THEN LET B$="GOSHEN"
140 IF R= 6 THEN LET A$="LEMARUJAS"
150 IF R= 6 THEN LET B$="JERUSALEM"
160 IF R= 7 THEN LET A$="VENHINE"
170 IF R= 7 THEN LET B$="NINEVEH"
180 IF R= 8 THEN LET A$="TOCHINA"
190 IF R= 8 THEN LET B$="ANTIOCH"
200 IF R= 9 THEN LET A$="HAROBED"
210 IF R= 9 THEN LET B$="DEBORAH"
220 IF R= 10 THEN LET A$="BUNEER"
230 IF R= 10 THEN LET B$="REUBEN"
240 IF R= 11 THEN LET A$="RHYRM"
250 IF R= 11 THEN LET B$="MYRRH"
260 IF R= 12 THEN LET A$="SEUJS"
270 IF R= 12 THEN LET B$="JESUS"
280 IF R= 13 THEN LET A$="SEHEBALIT"
```

```
290 IF R= 13 THEN LET B$="ELISABETH"
300 IF R= 14 THEN LET A$="LARGEBI"
310 IF R= 14 THEN LET B$="GABRIEL"
320 IF R= 15 THEN LET A$="DOHER"
330 IF R= 15 THEN LET B$="HEROD"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER WORD?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO 10
```

BIBLE VOCABULARY SCRAMBLE GAME V
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"BIBLE VOCABULARY SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT AN IMPORTANT BIBLE
   WORD"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="SHIPWARTEDS"
50 IF R= 1 THEN LET B$="STEWARDSHIP"
60 IF R= 2 THEN LET A$="THASBAB"
70 IF R= 2 THEN LET B$="SABBATH"
80 IF R= 3 THEN LET A$="AUVISOR"
```

```
90 IF R= 3 THEN LET B$="SAVIOUR"
100 IF R= 4 THEN LET A$="BRIJLIRATION"
110 IF R= 4 THEN LET B$="TRIBIJLATION"
120 IF R= 5 THEN LET A$="TAARRA"
130 IF R= 5 THEN LET B$="ARARAT"
140 IF R= 6 THEN LET A$="NEEVAH"
150 IF R= 6 THEN LET B$="HEAVEN"
160 IF R= 7 THEN LET A$="LEILAGE"
170 IF R= 7 THEN LET B$="GALILEE"
180 IF R= 8 THEN LET A$="LADAPHHILIPE"
190 IF R= 8 THEN LET B$="PHILADELPHIA"
200 IF R= 9 THEN LET A$="KEERHAB"
210 IF R= 9 THEN LET B$="REBEKAH"
220 IF R= 10 THEN LET A$="ALCHER"
230 IF R= 10 THEN LET B$="RACHEL"
240 IF R= 11 THEN LET A$="RASHDACH"
250 IF R= 11 THEN LET B$="SHADRACH"
260 IF R= 12 THEN LET A$="LEZERIE"
270 IF R= 12 THEN LET B$="ELIEZER"
280 IF R= 13 THEN LET A$="SMUDECOIN"
290 IF R= 13 THEN LET B$="NICODEMUS"
300 IF R= 14 THEN LET A$="IMNOSE"
310 IF R= 14 THEN LET B$="SIMEON"
320 IF R= 15 THEN LET A$="SMOATH"
330 IF R= 15 THEN LET B$="THOMAS"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER WORD?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO 10
```

BIBLE VOCABULARY SCRAMBLE GAME VI
Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 PRINT AT 2,2;"BIBLE VOCABULARY SCRAMBLE"
20 PRINT AT 4,0;"UNSCRAMBLE THE LETTERS
   AND SPELL OUT AN IMPORTANT BIBLE
   WORD"
30 LET R=INT (RND*15)+1
40 IF R= 1 THEN LET A$="FUTAILFH"
50 IF R= 1 THEN LET B$="FAITHFUL"
60 IF R= 2 THEN LET A$="POGLES"
70 IF R= 2 THEN LET B$="GOSPEL"
80 IF R= 3 THEN LET A$="ECLEEF"
80 IF R= 3 THEN LET B$="FLEECE"
100 IF R= 4 THEN LET A$="REPPOTH"
110 IF R= 4 THEN LET B$="PROPHET"
120 IF R= 5 THEN LET A$="DIGONE"
130 IF R= 5 THEN LET B$="GIDEON"
140 IF R= 6 THEN LET A$="EPESH"
150 IF R= 6 THEN LET B$="SHEEP"
160 IF R= 7 THEN LET A$="CEEPA"
170 IF R= 7 THEN LET B$="PEACE"
180 IF R= 8 THEN LET A$="ULAMES"
190 IF R= 8 THEN LET B$="SAMUEL"
200 IF R= 9 THEN LET A$="DOFOL"
210 IF R= 9 THEN LET B$="FLOOD"
220 IF R= 10 THEN LET A$="CAISA"
230 IF R= 10 THEN LET B$="ISAAC"
240 IF R= 11 THEN LET A$="ANORA"
250 IF R= 11 THEN LET B$="AARON"
260 IF R= 12 THEN LET A$="ROOMTABLEWH"
270 IF R= 12 THEN LET B$="BARTHOLOMEW"
280 IF R= 13 THEN LET A$="PREET"
```

```
290  IF R= 13 THEN LET B$="PETER"
300 IF R= 14 THEN LET A$="WARDEN"
310 IF R= 14 THEN LET B$="ANDREW"
320 IF R= 15 THEN LET A$="APTILE"
330 IF R= 15 THEN LET B$="PILATE"
340 PRINT AT 6,6;A$
350 INPUT Q$
360 IF Q$<>B$ THEN GOTO 350
370 PRINT AT 8,6;B$
380 PRINT AT 10,0;"ANOTHER WORD?"
390 LET Q$=INKEY$
400 IF Q$<>"Y" THEN GOTO 390
410 CLS
420 GOTO 10
```

BIBLE VOCABULARY GAME I
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 PRINT " BIBLE COMPUTER GAMES BY"
30 PRINT
40 PRINT "   ACCENT PUBLICATIONS"
50 FOR I=1 TO 6
60 PRINT
70 NEXT I
80 PRINT " USER AGREES NOT TO COPY"
90 PRINT " THIS SOFTWARE EXCEPT AS";
100 PRINT " PERMITTED IN THE SOFT- ";
110 PRINT " WARE LICENSE ON PAGE 2 ";
120 FOR I=1 TO 6
```

```
130 PRINT
140 NEXT I
150 DIM A$(2,20)
160 PRINT "      PRESS ANY KEY TO BEGIN"
170 CALL KEY(0,K,S)
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
220 GOTO 270
230 S=INT(RND*20)+1
240 RETURN
250 CALL SOUND(100,294,2)
260 RETURN
270 PRINT "   ACCENT PUBLICATIONS"
280 FOR I=1 TO 5
290 PRINT
300 NEXT I
310 PRINT " BIBLE VOCABULARY GAME I"
320 FOR P=1 TO 5
330 PRINT
340 NEXT P
350 RANDOMIZE XX
360 PRINT " COMPUTER HAS CHOSEN A"
370 PRINT " VERY IMPORTANT BIBLE WORD"
380 PRINT " YOU MUST GUESS THE WORD"
390 PRINT " BY UNSCRAMBLING THE LETTERS"
400 PRINT " YOU MUST ALSO SHARE WITH"
410 PRINT " THE OTHER PLAYERS WHAT THE"
420 PRINT " WORD MEANS TO YOU"
430 PRINT
440 PRINT " PRESS ANY KEY TO PLAY"
450 CALL KEY(0,K,S)
460 IF S=0 THEN 450
470 FOR I=1 TO 2
480 FOR J=1 TO 20
490 READ A$(I,J)
500 NEXT J
```

```
510 NEXT I
520 CALL CLEAR
530 SC=SC+3
540 IF SC<15 THEN 560
550 SC=SC-11
560 CALL SCREEN(SC)
570 GOSUB 230
580 GOSUB 250
590 PRINT " UNSCRAMBLE THE NAME:"
600 PRINT
610 PRINT "      ";
620 PRINT A$(1,S)
630 PRINT
640 PRINT "      ";
650 INPUT G$
660 PRINT
670 IF G$=A$(2,S)THEN 710
680 PRINT " INCORRECT, TRY AGAIN"
690 PRINT
700 GOTO 590
710 PRINT " CORRECT, NOW SHARE WITH"
720 PRINT " THE OTHER PLAYERS JUST"
730 PRINT " WHAT THE WORD ";A$(2,S)
740 PRINT " MEANS TO YOU PERSONALLY"
750 FOR I=1 TO 5000
760 NEXT I
770 FOR I=1 TO 8
780 PRINT
790 NEXT I
800 PRINT " ENTER 'Y' TO PLAY AGAIN"
810 INPUT Y$
820 IF Y$="Y" THEN 520
830 DATA SHIPWARTEDS,THIRGTHIRB,
    GNSSSIBLE,PIMSTAB,THASBAB,WORPE,PRIITS
840 DATA NEUGASGOY,LOUSEAZ,ONETENTMA,
    AUVISOR,MAILMORT,CREMY,YARERP
850 DATA NASTIRICH,BRULIRATION,
```

```
    FOREVESINGS,PLEMET,RUPE,PIMORESS
860 DATA STEWARDSHIP,BIRTHRIGHT,
    BLESSINGS,BAPTISM,SABBATH,POWER,SPIRIT
870 DATA SYNAGOGUE,ZEALOUS,ATONEMENT,
    SAVIOUR,IMMORTAL,MERCY,PRAYER
880 DATA CHRISTIAN,TRIBULATION,
    FORGIVENESS,TEMPLE,PURE,PROMISES
```

BIBLE VOCABULARY GAME II
Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 PRINT " BIBLE COMPUTER GAMES BY"
30 PRINT
40 PRINT "    ACCENT PUBLICATIONS"
50 FOR I=1 TO 6
60 PRINT
70 NEXT I

080 PRINT " USER AGREES NOT TO COPY"
90 PRINT " THIS SOFTWARE EXCEPT AS";
100 PRINT " PERMITTED IN THE SOFT- ";
110 PRINT " WARE LICENSE ON PAGE 2 ";
120 FOR I=1 TO 6
130 PRINT
140 NEXT I
150 DIM A$(2,20)
160 PRINT "      PRESS ANY KEY TO BEGIN"
170 CALL KEY(0,K,S)
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
```

```
220 GOTO 270
230 S=INT(RND*20)+1
240 RETURN
250 CALL SOUND(100,294,2)
260 RETURN
270 PRINT "    ACCENT PUBLICATIONS"
280 FOR I=1 TO 5
290 PRINT
300 NEXT I
310 PRINT " BIBLE VOCABULARY GAME II"
320 FOR P=1 TO 5
330 PRINT
340 NEXT P
350 RANDOMIZE XX
360 PRINT " COMPUTER HAS CHOSEN A"
370 PRINT " VERY IMPORTANT BIBLE WORD"
380 PRINT " YOU MUST GUESS THE WORD"
390 PRINT " BY UNSCRAMBLING THE LETTERS"
400 PRINT " YOU MUST ALSO SHARE WITH"
410 PRINT " THE OTHER PLAYERS WHAT THE"
420 PRINT " WORD MEANS TO YOU"
430 PRINT
440 PRINT " PRESS ANY KEY TO PLAY"
450 CALL KEY(0,K,S)
460 IF S=0 THEN 450
470 FOR I=1 TO 2
480 FOR J=1 TO 20
490 READ A$(I,J)
500 NEXT J
510 NEXT I
520 CALL CLEAR
530 SC=SC+3
540 IF SC<15 THEN 560
550 SC=SC-11
560 CALL SCREEN(SC)
570 GOSUB 230
580 GOSUB 250
```

```
590 PRINT " UNSCRAMBLE THE NAME:"
600 PRINT
610 PRINT "       ";
620 PRINT A$(1,S)
630 PRINT
640 PRINT "       ";
650 INPUT G$
660 PRINT
670 IF G$=A$(2,S)THEN 710
680 PRINT " INCORRECT, TRY AGAIN"
690 PRINT
700 GOTO 590
710 PRINT " CORRECT, NOW SHARE WITH"
720 PRINT " THE OTHER PLAYERS JUST"
730 PRINT " WHAT THE WORD ";A$(2,S)
740 PRINT " MEANS TO YOU PERSONALLY"
750 FOR I=1 TO 5000
760 NEXT I
770 FOR I=1 TO 8
780 PRINT
790 NEXT I
800 PRINT " ENTER 'Y' TO PLAY AGAIN"
810 INPUT Y$
820 IF Y$="Y" THEN 520
830 DATA THREBNER,THRICS,NOCHES,
    MOCANDMESTMN,NOVACENT,LERTENA,
    NETLIGE
840 DATA SPOGLE,KEENSEMS,PHORTEP,TANIS,
    DONCATEMINON,KORELEGEFNOWD
850 DATA DROW,LYOH,CERONLICE,GRASSTERNS,
    PETERMACEN,CCRUHH,GEOMA
860 DATA BRETHREN,CHRIST,CHOSEN,
    COMMANDMENTS,COVENANT,ETERNAL,
    GENTILE
870 DATA GOSPEL,MEEKNESS,PROPHET,SAINT,
    CONDEMNATION,FOREKNOWLEDGE
880 DATA WORD,HOLY,RECONCILE,TRANSGRESS,
    TEMPERANCE,CHURCH,OMEGA
```

OLD TESTAMENT BOOKS SCRAMBLE
Radio ShackTRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 GOSUB100
20 PRINT@65," BIBLE BOOKS SCRAMBLE (O.T.)  "
22 PRINT@163," ACCENT PUBLICATIONS          ";
28 PRINT@291," USER AGREES NOT TO COPY      ";
30 PRINT@323," THIS SOFTWARE EXCEPT AS      ";
32 PRINT@355," PERMITTED IN THE SOFT-       ";
34 PRINT@387," WARE LICENSE ON PAGE 2       ";
38 GOSUB410
40 IF Q<>0THENGOSUB100:GOTO3024
80 PRINT@450," DO YOU NEED INSTRUCTIONS?";
82 TD=400:GOSUB400
84 PRINT@450," do you need instructions?";
86 GOSUB400:Q$=INKEY$:IFQ$=""THEN80
88 Q=ASC(Q$):IFQ$="N"ORQ$="Y"THEN220
90 GOTO80
92 GOTO220
94 PRINT@420,"  ARE YOU READY TO BEGIN? ";
95 GOSUB400
96 PRINT@420,"  are you ready to begin? ";
97 GOSUB400
98 Q$=INKEY$:IFQ$="Y"THENRETURNELSE94
100 CLS(3)
110 FORHH=0TO63
120 SET(HH,0,1)
130 SET(HH,31,1)
132 NEXT
140 FORVV=0TO31
150 SET(0,VV,1)
160 SET(63,VV,1)
170 NEXT:RETURN
200 R=RND(RR):RETURN
210 CH=CH+1
212 PRINT"PRESS";CH;"IF YOU WANT TO PLAY:"
```

```
214 RETURN
220 CLS:GOSUB100
230 GOTO1000
400 FORII=1TOTD:NEXTII:RETURN
410 DIMA$(5,37):DIMB$(16):DIMP$(30)
411 A$(1,0)="NONE ":A$(1,37)="MATTHEW "
412 A$(2,0)="MALACHI  ":A$(2,22)="NONE "
420 I=1
430 FORJ=1TO36
432 IFI=2ANDJ>21THEN450
440 READA$(I,J)
450 NEXTJ
470 RETURN
500 SOUND100,30:RETURN
510 PRINT@386," GUESS A LETTER FROM A TO Z";
512 P$=INKEY$:Y=Y+1
513 IFY=1000THENGOSUB500:Y=1:W=W+1000
514 IFP$=""THEN512
515 W=W+Y:Y=0
516 P=ASC(P$)
518 IFP<65ORP>90THEN512
520 P$(L)=P$:IFL=0THEN570
522 FORI=L TO1 STEP-1
524 IFP$=P$(I-1)THENW=W+5000:GOTO510
526 NEXTI
570 PRINT@453+L,P$;
571 SOUND100,1
572 L=L+1:RETURN
580 FORI=1TO18
582 B$(I)=MID$(R$,I,1)
584 IFB$(I)=" "THEN588
586 NEXTI
588 R$=LEFT$(R$,I-1):RETURN
1000 IFQ<>89THEN1100
1002 PRINT@66,"OLD TESTAMENT BIBLE
     SCRAMBLE";
1004 PRINT@160," THE COMPUTER HAS CHOSEN
     A BOOK"
1006 PRINT" FROM THE OLD TESTAMENT.
```

```
    GUESS"
1008 PRINT" THE CORRECT LETTERS, TYPE THE"
1010 PRINT" CORRECT SPELLING, AND NAME
    THE"
1012 PRINT" BOOK FOUND BEFORE AND AFTER
    IT"
1016 PRINT" SPELL SONGOFSOLOMON AS 1
    WORD"
1018 PRINT" CONSIDER 1 & 2 KINGS AS KINGS"
1020 PRINT" ALSO SAMUEL AND CHRONICLES"
1098 TD=9000:GOSUB400
1100 R=RND(36)
1101 R$=A$(1,R-1):GOSUB580
1102 X$=R$
1103 R$=A$(1,R+1):GOSUB580
1104 Z$=R$
1105 R$=A$(1,R):GOSUB580
1114 IFQ=89THENCLS:GOSUB100
1118 N=I-1
1120 GOSUB510
1138 FORI=1TON
1140 IFP$=B$(I)THENPRINT@104+M,P$;:M=M+1
1141 IFP$=B$(I)THENSOUND180,1
1142 IFM=N THENSOUND180,5:GOTO1200
1144 NEXTI
1190 GOTO1120
1200 PRINT@256,""
1202 PRINT@384," GUESS THE NAME OF THE BOOK"
1220 PRINT@262,"";
1230 INPUTH$
1240 IFH$=R$THENSOUND180,5ELSESOUND100,5
1250 IFH$=R$THEN1300
1260 IFH$<>R$THEN1200
1300 PRINT@224,""
1302 PRINT@352," GUESS THE PREVIOUS BOOK"
1304 PRINT@230,"";
1306 INPUTH$
1308 W=W+5000
1309 IFH$=X$THENSOUND180,5ELSESOUND100,5
```

```
1310 IFH$=X$THEN1400ELSE1300
1400 PRINT@288,""
1402 PRINT@416," GUESS THE FOLLOWING BOOK"
1410 PRINT@294,"";
1420 INPUTH$
1422 W=W+10000
1424 IFH$=Z$THENSOUND180,5ELSESOUND100,5
1430 IFH$=Z$THEN1500ELSE1400
1440 GOTO1400
1500 CLS3
1510 PRINT@73,"    YOU DID IT  ";
1512 PRINT@98,"                                ";
1514 W=INT(W/10)
1518 PRINT@99,"YOUR SCORE IS:";W;
1519 GOSUB110
1534 TD=1000:GOSUB400:CLEAR
1536 PRINT@162,"                                ";
1538 Q=1
1540 PRINT@130," DO YOU WANT TO PLAY AGAIN?";
1541 Z$=INKEY$
1542 TD=400:GOSUB400
1544 PRINT@130," do you want to play again?";
1546 GOSUB400
1560 IFZ$="Y"THEN10
1570 IFZ$="N"THENCLS3ELSE1540
1580 GOTO1580
1600 DATA"GENESIS ","EXODUS ","LEVITICUS "
1602 DATA"NUMBERS ","DEUTERONOMY "
1604 DATA"JOSHUA ","JUDGES ","RUTH ",
     "SAMUEL "
1605 DATA"KINGS ","CHRONICLES ","EZRA "
1606 DATA"NEHEMIAH ","ESTHER ","JOB "
1607 DATA"PSALMS ","PROVERBS "
1608 DATA"ECCLESIASTES ","SONGOFSOLOMON "
1610 DATA"ISAIAH ","JEREMIAH ",
     "LAMENTATIONS "
1612 DATA"EZEKIEL ","DANIEL ","HOSEA ",
     "JOEL "
1614 DATA"AMOS ","OBADIAH ","JONAH ",
```

```
     "MICAH "
1616 DATA"NAHUM ","HABAKKUK ",
     "ZEPHANIAH "
1618 DATA"HAGGAI ","ZECHARIAH ","MALACHI "
```

NEW TESTAMENT BOOKS SCRAMBLE
Radio ShackTRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 GOSUB100
20 PRINT@65," BIBLE BOOKS SCRAMBLE (N.T.)     "
22 PRINT@163," ACCENT PUBLICATIONS             ";
28 PRINT@291," USER AGREES NOT TO COPY         ";
30 PRINT@323," THIS SOFTWARE EXCEPT AS         ";
32 PRINT@355," PERMITTED IN THE SOFT-          ";
34 PRINT@387," WARE LICENSE ON PAGE 2          ";
38 GOSUB410
40 IF Q<>0THENGOSUB100:GOTO3024
80 PRINT@450," DO YOU NEED INSTRUCTIONS?";
82 TD=400:GOSUB400
84 PRINT@450,"  do you need instructions?  ";
86 GOSUB400:Q$=INKEY$:IFQ=""THEN80
88 Q=ASC(Q$):IFQ="N"ORQ="Y"THEN220
90 GOTO80
92 GOTO220
94 PRINT@420,"  ARE YOU READY TO BEGIN? ";
95 GOSUB400
96 PRINT@420,"  are you ready to begin? ";
97 GOSUB400
98 Q$=INKEY$:IFQ$="Y"THENRETURNELSE94
100 CLS(3)
110 FORHH=0TO63
```

```
120 SET(HH,0,1)
130 SET(HH,31,1)
132 NEXT
140 FORVV=0TO31
150 SET(0,VV,1)
160 SET(63,VV,1)
170 NEXT:RETURN
200 R=RND(RR):RETURN
210 CH=CH+1
212 PRINT"PRESS";CH;"IF YOU WANT TO PLAY:"
214 RETURN
220 CLS:GOSUB100
230 GOTO2000
400 FORII=1TOTD:NEXTII:RETURN
410 DIMA$(5,37):DIMB$(16):DIMP$(30)
411 A$(1,0)="NONE ":A$(1,37)="MATTHEW "
412 A$(2,0)="MALACHI ":A$(2,22)="NONE "
420 I=2
430 FORJ=1TO21
440 READA$(I,J)
450 NEXTJ
470 RETURN
500 SOUND100,30:RETURN
510 PRINT@386," GUESS A LETTER FROM A TO Z ";
512 P$=INKEY$:Y=Y+1
513 IFY=1000THENGOSUB500:Y=1:W=W+1000
514 IFP$=""THEN512
515 W=W+Y:Y=0
516 P=ASC(P$)
518 IFP<65ORP>90THEN512
520 P$(L)=P$:IFL=0THEN570
522 FORI=LTO1 STEP-1
524 IFP$=P$(I-1)THENW=W+5000:GOTO510
526 NEXTI
570 PRINT@453+L,P$;
571 SOUND100,1
572 L=L+1:RETURN
580 FORI=1TO18
582 B$(I)=MID$(R$,I,1)
```

```
584 IFB$(I)="  "THEN588
586 NEXTI
588 R$=LEFT$(R$,I-1):RETURN
1100 R=RND(36)
1101 R$=A$(1,R-1):GOSUB580
1102 X$=R$
1103 R$=A$(1,R+1):GOSUB580
1104 Z$=R$
1105 R$=A$(1,R):GOSUB580
1114 IFQ=89THENCLS:GOSUB100
1118 N=I-1
1120 GOSUB510
1138 FORI=1TON
1140 IFP$=B$(I)THENPRINT@104+M,P$;:M=M+1
1141 IFP$=B$(I)THENSOUND180,1
1142 IFM=N THENSOUND180,5:GOTO1200
1144 NEXTI
1190 GOTO1120
1200 PRINT@256,""
1202 PRINT@384," GUESS THE NAME OF THE BOOK"
1220 PRINT@262,"";
1230 INPUTH $
1240 IFH$=R $THENSOUND180,5ELSESOUND 100,5
1250 IFH$=R$THEN1300
1260 IFH$<>R$THEN1200
1300 PRINT@224,""
1302 PRINT@352," GUESS THE PREVIOUS BOOK"
1304 PRINT@230,"";
1306 INPUTH$
1308 W=W+5000
1309 IFH$=X$THENSOUND180,5ELSESOUND100,5
1310 IFH$=X$THEN1400ELSE1300
1400 PRINT@288,""
1402 PRINT@416," GUESS THE FOLLOWING BOOK"
1410 PRINT@294,"";
1420 INPUTH$
1422 W=W+10000
1424 IFH$=Z$THENSOUND180,5ELSESOUND100,5
1430 IFH$=Z$THEN1500ELSE1400
```

```
1440 GOTO1400
1500 CLS3
1510 PRINT@73,"    YOU DID IT  ";
1512 PRINT@98,"                                ";
1514 W=INT(W/10)
1518 PRINT@99,"YOUR SCORE IS:";W;
1519 GOSUB110
1534 TD=1000:GOSUB400:CLEAR
1536 PRINT@162,"                                ";
1538 Q=1
1540 PRINT@130,"  DO YOU WANT TO PLAY AGAIN";
1541 Z$=INKEY$
1542 TD=400:GOSUB400
1544 PRINT@130,"  do you want to play again?  ";
1546 GOSUB400
1560 IFZ$="Y"THEN10
1570 IFZ$="N"THENCLS3ELSE1540
1580 GOTO1580
1620 DATA"MATTHEW ","MARK ","LUKE ","JOHN "
1622 DATA"ACTS ","ROMANS ","CORINTHIANS "
1624 DATA"GALATIANS ","EPHESIANS ",
     "PHILIPPIANS "
1626 DATA"COLOSSIANS ","THESSALONIANS ",
     "TIMOTHY "
1628 DATA"TITUS ","PHILEMON ","HEBREWS ",
     "JAMES "
1630 DATA"PETER ","JOHN ","JUDE ",
     "REVELATION "
2000 IFQ<>89THEN2100
2002 PRINT@66,"NEW TESTAMENT BIBLE
     SCRAMBLE";
2004 PRINT@160,"THE COMPUTER HAS CHOSEN A
     BOOK"
2006 PRINT"FROM THE NEW TESTAMENT .
     GUESS"
2008 PRINT" THE CORRECT LETTERS, TYPE THE"
2010 PRINT" CORRECT SPELLING, AND NAME
     THE"
2012 PRINT" BOOK FOUND BEFORE AND AFTER
```

```
     IT"
2016 PRINT" CONSIDER 1 AND 2 CORINTHIANS
     AS"
2018 PRINT" CORINTHIANS, 1,2,&3JOHN AS"
2020PRINT" JOHN, ALSO PETER, TIMOTHY ETC."
2098 TD=9000:GOSUB400
2100R=RND(21)
2102 IFR=4THEN2100
2104 IFR=19THEN2100
2106 A$(2,22)="NONE "
2107 R$=A$(2,R-1):GOSUB580
2108 X$=R$
2110 R$=A$(2,R+1):GOSUB580
2112 Z$=R$
2114 R$=A$(2,R):GOSUB580
2116 GOTO1114
```

BIBLE WORD SCRAMBLE GAME
Radio ShackTRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 GOSUB100
20 PRINT@69," BIBLE WORD SCRAMBLE"
22 PRINT@163," ACCENT PUBLICATIONS          ";
28 PRINT@291," USER AGREES NOT TO COPY      ";
30 PRINT@323," THIS SOFTWARE EXCEPT AS      ";
32 PRINT@355," PERMITTED IN THE SOFT-       ";
34 PRINT@387," WARE LICENSE ON PAGE 2       ";
38 GOSUB410
40 IFQ<>0THENGOSUB100:GOTO6100
80 PRINT@450,"  DO YOU NEED INSTRUCTIONS?";
82 TD=400:GOSUB400
```

```
84 PRINT@450,"  do you need instructions?  ";
86 GOSUB400:Q$=INKEY$:IFQ=""THEN80
88 Q=ASC(Q$):IFQ$="N"ORQ="Y"THEN220
90 GOTO80
92 GOTO220
94 PRINT@420,"  ARE YOU READY TO BEGIN? ";
95 GOSUB400
96 PRINT@420,"  are you ready to begin? ";
97 GOSUB400
98 Q$=INKEY$:IFQ$="Y"THENRETURNELSE94
100 CLS(3)
110 FORHH=0TO63
120 SET(HH,0,1)
130 SET(HH,31,1)
132 NEXT
140 FORVV=0TO31
150 SET(O,VV,1)
160 SET(63,VV,1)
170 NEXT:RETURN
200 R=RND(RR):RETURN
210 CH=CH+1
212 PRINT"PRESS";CH;"IF YOU WANT TO PLAY:"
214 RETURN
220 CLS:GOSUB100
230 GOTO6000
400 FORII=1TOTD:NEXTII:RETURN
410 DIMA$(5,37):DIMB$(16):DIMP$(30)
420 I=5
430 FORJ=1TO36
440 READA$(I,J)
450 NEXTJ
470 RETURN
500 SOUND100,30:RETURN
510 PRINT@386,"  GUESS A LETTER FROM A TO Z";
512 P$=INKEY$:Y=Y+1
513 IFY=1000THENGOSUB500:Y=1:W=W+1000
514 IFP$=""THEN512
515 W=W+Y:Y=0
516 P=ASC(P$)
```

```
518 IFP<65ORP>90THEN512
520 P$(L)=P$:IFL=0THEN570
522 FORI=L TO1 STEP-1
524 IFP$=P$(I-1)THENW=W+5000:GOTO510
526 NEXTI
570 PRINT@453+L,P$;
571 SOUND100,1
572 L=L+1:RETURN
580 FORI=1TO18
582 B$(I)=MID$(R$,I,1)
584 IFB$(I)="  "THEN588
586 NEXTI
588 R$=LEFT$(R$,I-1):RETURN
1114 IFQ$=89THENCLS:GOSUB100
1118 N=I-1
1120 GOSUB510
1138 FORI=1TON
1140 IFP$=B$(I)THENPRINT@104+M,P$;:M=M+1
1141 IFP$=B$(I)THENSOUND180,1
1142 IFM=N THENSOUND180,5:GOTO1200
1144 NEXTI
1190 GOTO1120
1200 PRINT@256,""
1202 PRINT@385," UNSCRAMBLE AND GUESS
     THE WORD"
1220 PRINT@262,"";
1230 INPUTH$
1240 IFH$=R$THENSOUND 180,5ELSESOUND100,5
1260 IFH$<>R$THEN1200
1270 PRINT" SHARE THE IMPORTANCE OF"
1280 PRINT" ";R$;" WITH THE OTHERS"
1282 PRINT"AND AN IMPORTANT BIBLE
     LOCATION"
1284 PRINT
1290 TD=5000:GOSUB400
1300 DATA"BRETHREN ","CHRIST ","CHOSEN "
1310 DATA"CHRISTIAN ","CHURCH ",
     "COMMANDMENTS "
1320 DATA"CONDEMNATION ","CONGREGATION "
```

```
1330 DATA"COVENANT ","ETERNAL ",
     "EVERLASTING "
1340 DATA"FOREKNOWLEDGE ","FORGIVENESS "
1342 DATA"GENTILE ","GLORY ","GOSPEL "
1350 DATA"SPIRIT ","MEEKNESS ","MERCY "
1352 DATA"PROPHET ","RECONCILIATION "
1360 DATA"IMMORTAL ","RIGHTEOUSNESS ",
     "SAINT "
1362 DATA"CHARITY ","APOSTLE "
1370 DATA"SAVIOUS ","SCRIPTURE ","ZEALOUS "
1372 DATA"TRIBULATION ","TEMPERANCE "
1380 DATA"TABERNACLE ","TRANSGRESSION "
1390 DATA"SYNAGOGUE ","SABBATH ",
     "TEMPTATION "
1500 CLS3
1510 PRINT@73,"  YOU DID IT!  ";
1512 PRINT@98,"                                    ";
1514 W=INT(W/10)
1518 PRINT@99,"YOUR SCORE IS:";W;
1519 GOSUB110
1534 TD=1000:GOSUB400:CLEAR
1536 PRINT@162,"                                    ";
1538 Q=1
1540 PRINT@130,"  DO YOU WANT TO PLAY AGAIN?";
1541 Z$=INKEY$
1542 TD=400:GOSUB400
1544 PRINT@130,"  do you want to play again?  ";
1546 GOSUB400
1560 IFZ$="Y"THEN10
1570 IFZ$="N"THENCLS3ELSE1540
1580 GOTO1580
6000IFQ<>89THEN6100
6002 PRINT@69,"  BIBLE WORDS SCRAMBLE ";
6004 PRINT@160,"  THE COMPUTER HAS
     CHOSEN A WORD"
6006 PRINT" FROM THE BIBLE THAT HAS A VERY"
6008 PRINT" IMPORTANT SPIRITUAL MEANING TO"
6010 PRINT" IT. GUESS THE CORRECT LETTERS,"
6012 PRINT" TYPE OUT THE WORD, AND SHARE"
```

```
6014 PRINT" WITH THE OTHER PLAYERS WHAT IT"
6016 PRINT" MEANS & WHERE IT IS FOUND IN"
6018 PRINT" THE BIBLE (SCRIPTURE LOCATION)"
6020 TD=5000:GOSUB400
6100 R=RND(36)
6103 R$=A$(5,R)
6104 GOSUB580
6106 GOTO1114
```

TWO PLAYER
BIBLE WORDS SCRAMBLE
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 GOSUB100
20 PRINT@64," 2 PLAYER BIBLE WORD SCRAMBLE"
22 PRINT@163," ACCENT PUBLICATIONS ";
28 PRINT@291," USER AGREES NOT TO COPY ";
30 PRINT@323," THIS SOFTWARE EXCEPT AS ";
32 PRINT@355," PERMITTED IN THE SOFT- ";
34 PRINT@387," WARE LICENSE ON PAGE 2 ";
38 GOSUB410
40 IFQ<>0THENGOSUB100:GOTO6218
80 PRINT@450," DO YOU NEED INSTRUCTIONS?";
82 TD=400:GOSUB400
84 PRINT@450," do you need instructions? ";
86 GOSUB400:Q$=INKEY$:IFQ=""THEN80
88 Q=ASC(Q$):IFQ$="N"ORQ$="Y"THEN220
90 GOTO80
92 GOTO220
94 PRINT@420," ARE YOU READY TO BEGIN? ";
95 GOSUB400
96 PRINT@420," are you ready to begin? ";
```

```
97 GOSUB400
98 Q$=INKEY$:IFQ$="Y"THENRETURNELSE94
100 CLS(3)
110 FORHH=0TO63:SET(HH,0,1):SET(HH,31,1)
120 NEXT:FORVV=0TO31:SET(0,VV,1)
130 SET(63,VV,1):NEXT:RETURN
200 R=RND(RR):RETURN
220 CLS:GOSUB100
230 IFQ<>89THEN6218ELSE6200
400 FORII=1TOTD:NEXTII:RETURN
410 DIMA$(5,37):DIMB$(16):DIMP$(30)
420 I=5:FORJ=1TO36:READA$(I,J):NEXT:RETURN
500 SOUND100,30:RETURN
510 PRINT@386," GUESS A LETTER FROM A TO Z";
512 P$=INKEY$:Y=Y+1
513 IFY=1000THENGOSUB500:Y=1:W=W+1000
514 IFP$=""THEN512
515 W=W+Y:Y=0
516 P=ASC(P$)
518 IFP<65ORP>90THEN512
520 P$(L)=P$:IFL=0 THEN570
522 FORI=L TO1 STEP-1
524 IFP$=P$(I-1)THENW=W+5000:GOTO510
526 NEXTI
570 PRINT@453+L,P$;
571 SOUND100,1
572 L=L+1:RETURN
580 FORI=1TO18
582 B$(I)=MID$(R$,I,1)
584 IFB$(I)=" "THEN588
586 NEXTI
588 R$=LEFT$(R$,I-1):RETURN
1114 IFQ=89THENCLS:GOSUB100
1118 N=I-1
1120 GOSUB510:FORI=1TON
1140 IFP$=B$(I)THENPRINT@104+M,P$;:M=M+1
1141 IFP$=B$(I)THENSOUND180,1
1142 IFM=N THENSOUND180,5:GOTO1200
1144 NEXTI:GOTO1120
```

```
1190 GOTO1120
1200 PRINT@256,""
1202 PRINT@385," UNSCRAMBLE AND GUESS
     THE WORD"
1220 PRINT@262,"";
1230 INPUTH$
1240 IFH$=R$THENSOUND180,5ELSESOUND100,5
1260 IFH$<>R$THEN1200
1270 PRINT" SHARE THE IMPORTANCE OF"
1280 PRINT" ";R$;" WITH THE OTHERS"
1282 PRINT" & AN IMPORTANT BIBLE LOCATION"
1284 PRINT
1290 TD=5000:GOSUB400
1300 DATA"BRETHREN ","CHRIST ","CHOSEN "
1310 DATA"CHRISTIAN ","CHURCH ",
     "COMMANDMENTS "
1320 DATA"CONDEMNATION ",
     "CONGREGATION "
1330 DATA" COVENANT ","ETERNAL ",
     "EVERLASTING "
1340 DATA"FOREKNOWLEDGE ","FORGIVENESS "
1342 DATA"GENTILE ","GLORY ","GOSPEL "
1350 DATA"SPIRIT ","MEEKNESS ","MERCY "
1352 DATA"PROPHET ","RECONCILIATION "
1360 DATA"IMMORTAL; ","RIGHTEOUSNESS ",
     "SAINT "
1362 DATA"CHARITY ","APOSTLE "
1370 DATA"SAVIOUR ","SCRIPTURE ","ZEALOUS "
1372 DATA"TRIBULATION ","TEMPERANCE "
1380 DATA"TABERNACLE ","TRANSGRESSION "
1390 DATA"SYNAGOGUE ","SABBATH ",
     "TEMPTATION "
1500 CLS3:PRINT@73,"  YOU DID IT  ";
1512 PRINT@98,"                                ";
1514 PRINT@99,"YOUR SCORE IS:";INT(W/10)
1534 GOSUB110:TD=1000:GOSUB400:CLEAR
1536 PRINT@162,"                                ";
1540 PRINT@130,"NEXT PLAYER READY TO
     CHOOSE?";
```

```
1541 Q=1:Z$=INKEY$:TD=400:GOSUB400
1544 PRINT@130," next player ready to choose?";
1560 GOSUB400:IFZ$="Y"THEN10
1570 IFZ$="N"THENCLS3ELSE1540
1580 GOTO1580
6200 PRINT@65,"  2 PLAYER BIBLE WORDS
     SCRAMBLE ";
6202 PRINT@160,"  WHILE THE PLAYER WHO
     WILL BE"
6204 PRINT" GUESSING ISN'T LOOKING, A 2ND"
6206 PRINT" PLAYER WILL CHOOSE A WORD
     FROM"
6208 PRINT" THE FOLLOWING LIST BY
     PRESSING"
6210 PRINT" THE LETTER 'X' JUST AFTER THE"
6212 PRINT" CHOSEN WORD APPEARS. -READY?"
6216 K$=INKEY$:IFK$=""THEN6216ELSECLS:S=5
6220 PRINT" PRESS 'X' FOR WORD CHOICE "
6222 FORR=1TO36
6226 PRINTA$(S,R),
6230 TD=400:GOSUB400
6264 K$=INKEY$
6242 IFK$="X"THEN6248
6244 NEXTR:GOTO6222
6248 PRINT:R$=A$(S,R)
6252 PRINT"DO YOU WANT ";R$;"?"
6254 K$=INKEY$
6256 IFK$="Y"THEN6300
6258 IFK$="N"THEN6244
6262 GOTO6254
6300 SOUND180,1:CLS3:GOSUB100
6302 IFS=1THENG$="3":G=3:GOTO1101
6304 IFR<22ANDS=2THENG$="3":G=3:GOTO2106
6306 IFS=3THENG$="4":G=4
6308 IFS=4THENG$="5":G=5
6310 GOSUB580:GOTO1114
```

Bible Memory Verse Games

The last two games are Bible memory verse games. Here again the number of verses are limited by the 2K memory of the Timex/Sinclair computer. If you have more memory available to you, you can increase the number of verses in each game. The random number 5 in line 150 will need to be increased for the number of additional verses you add in subroutines added after line 310.

HOW THE GAMES PLAY

After loading the game into the computer, to play the game you must type the word "RUN" and again press the "ENTER/RETURN" button.

The computer will randomly choose a scripture reference and ask you to type the words of that verse. If you don't type the words correctly, the computer will type it correctly for you and ask you if you want to play again. Simply press the 'Y' button to play again.

OLD TESTAMENT BIBLE MEMORY VERSES Timex/Sinclair™

TYPE THE FOLLOWING INTO YOUR COMPUTER: (Press "ENTER" after each line is typed.)

```
10 PRINT AT 1,4;"BIBLE MEMORY VERSE GAME"
20 GOSUB 150
30 INPUT Q$
40 CLS
50 PRINT Q$
60 IF Q$=A$ THEN PRINT AT 10,0;"CORRECT"
```

```
70 IF Q$<>A$ THEN PRINT AT 10,0;"WRONG—IT
   SHOULD BE:"
80 IF Q$<>A$ THEN PRINT AT 12,0;A$
90 PRINT AT 21,0:"TRY AGAIN?"
100 LET B$=INKEY$
110 IFB$="Y" THEN GOTO 130
120 GOTO 100
130 CLS
140 GOTO 10
150 LET R=INT(RND*5)
160 GOTO R*30+170
170 PRINT AT 3,0;"TYPE IN PSALM 23:1"
180 LET A$="THE LORD IS MY SHEPHERD I
   SHALL NOT WANT"
190 RETURN
200 PRINT AT 3,0;"TYPE IN EXODUS 20:3"
210 LET A$="THOU SHALT HAVE NO OTHER
   GODS BEFORE ME"
220 RETURN
230 PRINT AT 3,0;"TYPE IN PROVERBS 15:1"
240 LET A$="A SOFT ANSWER TURNETH AWAY
   WRATH BUT GRIEVOUS WORDS STIR UP
   ANGER"
250 RETURN
260 PRINT AT 3,0;"TYPE IN NUMBERS 6:27"
270 LET A$="THE LORD LIFT UP HIS
   COUNTENANCE UPON THEE AND GIVE
   THEE PEACE"
280 RETURN
290 PRINT AT 3,0;"TYPE IN ISAIAH 40:1"
300 LET A$="COMFORT YE COMFORT YE MY
   PEOPLE SAITH YOUR GOD"
310 RETURN
```

(Note: For other verses, change lines 170-300.)

NEW TESTAMENT
BIBLE MEMORY VERSES
Timex/Sinclair

```
10 PRINT AT 1,4;"BIBLE MEMORY VERSE GAME"
20 GOSUB 150
30 INPUT Q$
40 CLS
50 PRINT Q$
60 IF Q$=A$ THEN PRINT AT 10,0;"CORRECT"
70 IF Q$<>A$ THEN PRINT AT 10,0;"WRONG—IT
   SHOULD BE:"
80 IF Q$<>A$ THEN PRINT AT 12,0;A$
90 PRINT AT 21,0;"TRY AGAIN?"
100 LET B$=INKEY$
110 IFB$="Y" THEN GOTO 130
120 GOTO 100
130 CLS
140 GOTO 10
150 LET R=INT(RND*5)
160 GOTO R*30+170
170 PRINT AT 3,0;"TYPE IN ROMANS 3:23"
180 LET A$="FOR ALL HAVE SINNED AND
    COME SHORT OF THE GLORY OF GOD"
190 RETURN
200 PRINT AT 3,0;"TYPE IN JOHN 3:15"
210 LET A$="THAT WHOSOEVER BELIEVETH IN
    HIM SHOULD NOT PERISH BUT HAVE
    ETERNAL LIFE"
220 RETURN
230 PRINT AT 3,0;"TYPE IN PHILIPPIANS 1:21"
240 LET A$="FOR ME TO LIVE IS CHRIST AND
    TO DIE IS GAIN"
250 RETURN
260 PRINT AT 3,0;"TYPE IN I THESSALONIANS 5:17"
270 LET A$="PRAY WITHOUT CEASING"
280 RETURN
290 PRINT AT 3,0;"TYPE IN MATTHEW 5:5"
300 LET A$="BLESSED ARE THE MEEK FOR
```

```
    THEY SHALL INHERIT THE EARTH"
310 RETURN
```

(Note: For other verses, change lines 170-300.)

OLD TESTAMENT BIBLE MEMORY VERSES Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 PRINT " BIBLE COMPUTER GAMES BY"
30 PRINT
40 PRINT "   ACCENT PUBLICATIONS"
50 FOR I=1 TO 6
60 PRINT
70 NEXT I
80 PRINT " USER AGREES NOT TO COPY"
90 PRINT " THIS SOFTWARE EXCEPT AS";
100 PRINT " PERMITTED IN THE SOFT- ";
110 PRINT " WARE LICENSE ON PAGE 2 ";
120 FOR I=1 TO 6
130 PRINT
140 NEXT I
150 DIM A$(3,5)
160 PRINT "      PRESS ANY KEY"
170 CALL KEY(0,K,S)
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
220 GOTO 270
230 S=INT(RND*5)+1
240 RETURN
250 CALL SOUND(100,294,2)
```

```
260 RETURN
270 PRINT "    ACCENT PUBLICATIONS"
280 FOR I=1 TO 5
290 PRINT
300 NEXT I
310 PRINT "    OLD TESTAMENT VERSES"
320 FOR P=1 TO 5
330 PRINT
340 NEXT P
350 RANDOMIZE XX
360 PRINT " COMPUTER HAS CHOSEN AN OLD"
370 PRINT " TESTAMENT VERSE. YOU MUST"
380 PRINT " TYPE OUT THE VERSE AND"
390 PRINT " SHARE ITS MEANING WITH THE"
400 PRINT " OTHER PLAYERS."
410 PRINT
420 PRINT " PRESS ANY KEY TO PLAY"
430 CALL KEY(0,K,S)
440 IF S=0 THEN 430
450 FOR J=1 TO 5
460 FOR I=1 TO 3
470 READ A$(I,J)
480 NEXT I
490 NEXT J
500 CALL CLEAR
510 SC=SC+3
520 IF SC<15 THEN 540
530 SC=SC-11
540 CALL SCREEN(SC)
550 GOSUB 230
560 GOSUB 250
570 PRINT " TYPE OUT THE VERSE:"
580 PRINT
590 PRINT "      ";
600 PRINT A$(1,S)
610 PRINT
620 PRINT "      ";
630 INPUT G$
640 PRINT
```

```
650 IF G$=A$(2,S)THEN 730
660 PRINT " INCORRECT, TRY AGAIN"
670 PRINT " HERE ARE THE WORDS:"
680 PRINT " ";
690 PRINT A$(3,S)
700 PRINT
710 PRINT
720 GOTO 570
730 PRINT " CORRECT, NOW SHARE WITH"
740 PRINT " THE OTHER PLAYERS THE"
750 PRINT " IMPORTANT MEANING TO YOU"
760 PRINT " THAT ";A$(1,S);" HAS."
770 FOR I=1 TO 5000
780 NEXT I
790 FOR I=1 TO 8
800 PRINT
810 NEXT I
820 PRINT " ENTER 'Y' TO PLAY AGAIN"
830 INPUT Y$
840 IF Y$="Y" THEN 500
850 DATA "PSALM 23:1"
860 DATA "THE LORD IS MY SHEPHERD I
    SHALL NOT WANT"
870 DATA "THE SHEPHERD SHALL NOT WANT
    MY LORD IS I"
880 DATA "EXODUS 20:3"
890 DATA "THOU SHALT HAVE NO OTHER
    GODS BEFORE ME"
900 DATA "GODS SHALT HAVE ME OTHER
    BEFORE THOU NO"
910 DATA "PROVERBS 15:1"
920 DATA "A SOFT ANSWER TURNETH AWAY
    WRATH BUT GRIEVOUS WORDS STIRRETH
    UP ANGER"
930 DATA "GRIEVOUS ANSWER STIRRETH AWAY
    SOFT WRATH BUT ANGER TURNETH UP
    WORDS A"
```

```
940 DATA "NUMBERS 6:27"
950 DATA "THE LORD LIFT UP HIS
    COUNTENANCE UPON THEE AND GIVE
    THEE PEACE"
960 DATA "LIFT UP THEE PEACE AND GIVE
    COUNTENANCE UPON THE LORD HIS THEE"
970 DATA "EXODUS 20:8"
980 DATA "REMEMBER THE SABBATH DAY TO
    KEEP IT HOLY"
990 DATA "KEEP THE DAY TO REMEMBER IT
    HOLY SABBATH"
```

NEW TESTAMENT BIBLE MEMORY VERSES Texas Instruments TI99™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 CALL CLEAR
20 PRINT " BIBLE COMPUTER GAMES BY"
30 PRINT
40 PRINT "   ACCENT PUBLICATIONS"
50 FOR I=1 TO 6
60 PRINT
70 NEXT I
80 PRINT " USER AGREES NOT TO COPY"
90 PRINT " THIS SOFTWARE EXCEPT AS";
100 PRINT " PERMITTED IN THE SOFT- ";
110 PRINT " WARE LICENSE ON PAGE 2 ";
120 FOR I=1 TO 6
130 PRINT
140 NEXT I
150 DIM A$(3,5)
160 PRINT "      PRESS ANY KEY TO BEGIN"
170 CALL KEY(0,K,S)
```

```
180 XX=XX+10
190 IF S=0 THEN 170
200 XX=XX+K
210 CALL CLEAR
220 GOTO 270
230 S=INT(RND*5)+1
240 RETURN
250 CALL SOUND(100,294,2)
260 RETURN
270 PRINT "   ACCENT PUBLICATIONS"
280 FOR I=1 TO 5
290 PRINT
300 NEXT I
310 PRINT "   NEW TESTAMENT VERSES"
320 FOR P=1 TO 5
330 PRINT
340 NEXT P
350 RANDOMIZE XX
360 PRINT " COMPUTER HAS CHOSEN A NEW"
370 PRINT " TESTAMENT VERSE. YOU MUST"
380 PRINT " TYPE OUT THE VERSE AND"
390 PRINT " SHARE ITS MEANING WITH THE"
400 PRINT " OTHER PLAYERS."
410 PRINT
420 PRINT " PRESS ANY KEY TO PLAY"
430 CALL KEY(0,K,S)
440 IF S=0 THEN 430
450 FOR J=1 TO 5
460 FOR I=1 TO 3
470 READ A$(I,J)
480 NEXT I
490 NEXT J
500 CALL CLEAR
510 SC=SC+3
520 IF SC<15 THEN 540
530 SC=SC-11
540 CALL SCREEN(SC)
550 GOSUB 230
560 GOSUB 250
```

```
570 PRINT " TYPE OUT THE VERSE:"
580 PRINT
590 PRINT "      ";
600 PRINT A$(1,S)
610 PRINT
620 PRINT "      ";
630 INPUT G$
640 PRINT
650 IF G$=A$(2,S)THEN 730
660 PRINT " INCORRECT, TRY AGAIN"
670 PRINT " HERE ARE THE WORDS:"
680 PRINT " ";
690 PRINT A$(3,S)
700 PRINT
710 PRINT
720 GOTO 570
730 PRINT " CORRECT, NOW SHARE WITH"
740 PRINT " THE OTHER PLAYERS THE"
750 PRINT " IMPORTANT MEANING TO YOU"
760 PRINT " THAT ";A$(1,S);" HAS."
770 FOR I=1 TO 5000
780 NEXT I
790 FOR I=1 TO 8
800 PRINT
810 NEXT I
820 PRINT " ENTER 'Y' TO PLAY AGAIN"
830 INPUT Y$
840 IF Y$="Y" THEN 500
850 DATA "ROMANS 3:23"
860 DATA "FOR ALL HAVE SINNED AND COME
    SHORT OF THE GLORY OF GOD"
870 DATA "FOR GLORY GOD HAVE COME
    SHORT OF SINNED AND OF THE ALL"
880 DATA "JOHN 3:15"
890 DATA "THAT WHOSOEVER BELIEVETH IN
    HIM SHOULD NOT PERISH BUT HAVE
    ETERNAL LIFE"
900 DATA "ETERNAL LIFE SHOULD PERISH BUT
    THAT HAVE HIM IN NOT BELIEVETH
```

```
    WHOSOEVER"
910 DATA "PHILIPPIANS 1:21"
920 DATA "FOR ME TO LIVE IS CHRIST AND TO
    DIE IS GAIN"
930 DATA "FOR CHRIST TO DIE IS TO GAIN ME
    AND TO LIVE"
940 DATA "LUKE 24:48"
950 DATA "AND YE ARE WITNESSES OF THESE
    THINGS"
960 DATA "AND THESE WITNESSES ARE THINGS
    OF YE"
970 DATA "MARK 2:28"
980 DATA "THEREFORE THE SON OF MAN IS
    LORD ALSO OF THE SABBATH"
990 DATA "THEREFORE THE SON OF THE
    SABBATH IS MAN ALSO OF LORD"
```

OLD TESTAMENT BIBLE MEMORY VERSES Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 GOSUB100
20 PRINT@66," BIBLE MEMORY VERSES (O.T.)    "
22 PRINT@163," ACCENT PUBLICATIONS           ";
28 PRINT@291," USER AGREES NOT TO COPY       ";
30 PRINT@323," THIS SOFTWARE EXCEPT AS       ";
32 PRINT@355," PERMITTED IN THE SOFT-        ";
34 PRINT@387," WARE LICENSE ON PAGE 2        ";
29 TD=5000:GOSUB180:CLS3:GOSUB100
64 PRINT@64," THE COMPUTER WILL PICK A
   BIBLE"
65 PRINT" REFERENCE AND WILL TELL YOU IF"
66 PRINT" YOU QUOTE IT CORRECTLY OR NOT."
68 PRINT@195,"                               ";
```

```
70 PRINT@195," TYPE IN ";
90 R=RND(12)
92 ONR GOTO200,230,260,290,320,350
94 ONR-6GOTO380,410,440,470,500,530
100 CLS(3)
110 FORHH=0TO63
120 SET(HH,0,1)
130 SET(HH,31,1)
132 NEXT
140 FORVV=0TO31
150 SET(0,VV,1)
160 SET(63,VV,1)
170 NEXT:RETURN
180 FORII=1TO(TD):NEXT:RETURN
200 PRINT"PSALM 23:1 ";
210 A$="THE LORD IS MY SHEPHERD I SHALL
    NOT WANT"
220 GOTO600
230 PRINT"EXODUS 20:3 ";
240 A$="THOU SHALT HAVE NO OTHER GODS
    BEFORE ME"
250 GOTO600
260 PRINT"PROVERBS 15:1 ";
270 A$="A SOFT ANSWER TURNETH AWAY
    WRATH BUT GRIEVOUS WORDS STIR UP
    ANGER"
280 GOTO600
290 PRINT"NUMBERS 6:27 ";
300 A$="THE LORD LIFT UP HIS
    COUNTENANCE UPON THEE AND GIVE
    THEE PEACE"
310 GOTO600
320 PRINT"ISAIAH 40:1 ";
330 A$="COMFORT YE COMFORT YE MY
    PEOPLE SAITH YOUR GOD"
340 GOTO600
350 PRINT"GENESIS 1:1 ";
360 A$="IN THE BEGINNING GOD CREATED
    THE HEAVEN AND THE EARTH"
```

```
370 GOTO600
380 PRINT"EXODUS 20:8 ";
390 A$="REMEMBER THE SABBATH DAY TO
    KEEP IT HOLY"
400 GOTO600
410 PRINT"PSALM 51:10 ";
420 A$="CREATE IN ME A CLEAN HEART O
    GOD AND RENEW A RIGHT SPIRIT WITHIN
    ME"
430 GOTO600
440 PRINT"PROVERBS 10:12 ";
450 A$="HATRED STIRRETH UP STRIFES BUT
    LOVE COVERETH ALL SINS"
460 GOTO600
470 PRINT"AMOS 3:3 ";
480 A$="CAN TWO WALK TOGETHER EXCEPT
    THEY BE AGREED"
490 GOTO600
500 PRINT"JEREMIAH 13:15 ";
510 A$="HEAR AND GIVE EAR BE NOT
    PROUD FOR THE LORD HATH SPOKEN"
520 GOTO600
530 PRINT"LAMENTATIONS 3:27 ";
540 A$="IT IS GOOD FOR A MAN THAT HE
    BEAR THE YOKE IN HIS YOUTH"
550 GOTO600
600 PRINT@256," ";
610 INPUTQ$
620 IFA$=Q$THENPRINT@426," CORRECT ";
630 IFQ$=A$THENTD=2000:GOSUB180:CLS3
640 IFQ$=A$GOSUB100;GOTO68
650 PRINT@426," INCORRECT ";
660 PRINT@256,"":PRINT:PRINT:PRINT:GOTO600
```

For other verses change lines 200-540.

NEW TESTAMENT
BIBLE MEMORY VERSES
Radio Shack TRS-80™

TYPE THE FOLLOWING INTO YOUR COMPUTER:
(Press "ENTER" after each line is typed.)

```
10 GOSUB100
20 PRINT@66," BIBLE MEMORY VERSES (N.T.)     "
22 PRINT@163," ACCENT PUBLICATIONS           ";
28 PRINT@291," USER AGREES NOT TO COPY       ";
30 PRINT@323," THIS SOFTWARE EXCEPT AS       ";
32 PRINT@355," PERMITTED IN THE SOFT-        ";
34 PRINT@387," WARE LICENSE ON PAGE 2        ";
29 TD=5000:GOSUB180:CLS3:GOSUB100
64 PRINT@64," THE COMPUTER WILL PICK A
   BIBLE"
65 PRINT" REFERENCE AND WILL TELL YOU IF"
66 PRINT" YOU QUOTE IT CORRECTLY OR NOT."
68 PRINT@195,"                               ";
70 PRINT@195," TYPE IN ";
90 R=RND(12)
92 ONR GOTO200,230,260,290,320,350
94 ONR-6GOTO380,410,440,470,500,530
100 CLS(3)
110 FORHH=0TO63
120 SET(HH,0,1)
130 SET(HH,31,1)
132 NEXT
140 FORVV=0TO31
150 SET(0,VV,1)
160 SET(63,VV,1)
170 NEXT:RETURN
180 FORII=1TO(TD):NEXT:RETURN
200 PRINT"ROMANS 3:23 ";
210 A$="FOR ALL HAVE SINNED AND COME
    SHORT OF THE GLORY OF GOD"
220 GOTO600
```

```
230 PRINT"JOHN 3:15 ";
240 A$="THAT WHOSOEVER BELIEVETH IN HIM
    SHOULD NOT PERISH BUT HAVE ETERNAL
    LIFE"
250 GOTO600
260 PRINT"PHILIPPIANS 1:21 ";
270 A$="FOR ME TO LIVE IS CHRIST AND TO
    DIE IS GAIN"
280 GOTO600
290 PRINT"I THESSALONIANS 5:17 ";
300 A$="PRAY WITHOUT CEASING"
310 GOTO600
320 PRINT"MATTHEW 5:5 ";
330 A$="BLESSED ARE THE MEEK FOR THEY
    SHALL INHERIT THE EARTH"
340 GOTO600
350 PRINT"JAMES 1:3 ";
360 A$="KNOWING THIS THAT THE TRYING OF
    YOUR FAITH WORKETH PATIENCE"
370 GOTO600
380 PRINT"I JOHN 5:12 ";
390 A$="HE THAT HATH THE SON HATH LIFE
    AND HE THAT HATH NOT THE SON OF
    GOD HATH NOT LIFE"
400 GOTO600
410 PRINT"REVELATION 22:4 ";
420 A$="AND THEY SHALL SEE HIS FACE AND
    HIS NAME SHALL BE IN THEIR FOREHEADS"
430 GOTO600
440 PRINT"MARK 2:28 ";
450 A$="THEREFORE THE SON OF MAN IS
    LORD OF THE SABBATH"
460 GOTO600
470 PRINT"MARK 13:10 ";
480 A$="AND THE GOSPEL MUST FIRST BE
    PUBLISHED AMONG ALL NATIONS"
490 GOTO600
500 PRINT"LUKE 6:31 ";
510 A$="AND AS YE WOULD THAT MEN
```

```
    SHOULD DO UNTO YOU DO YE ALSO TO
    THEM LIKEWISE"
520 GOTO600
530 PRINT"PHILIPPIANS 4:13 ";
540 A$="I CAN DO ALL THINGS THROUGH
    CHRIST WHICH STRENGTHENETH ME"
550 GOTO600
600 PRINT@256," ";
610 INPUTQ$
620 IFA$=Q$THENPRINT@426," CORRECT ";
630 IFQ$=A$THENTD=2000:GOSUB180:CLS3
640 IFQ$=A$GOSUB100:GOTO68
650 PRINT@426," INCORRECT ";
660 PRINT@256,"":PRINT:PRINT:PRINT:GOTO600
```

For other verses change lines 200-540.

COMPUTER BIBLE GAMES

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